

# Benjamin Chan

Fx TD/ Artist

Los Angeles  
cmhbenjamin@gmail.com  
206-790-8068

## Industrial Light And Magic

Fx Artist

*Responsible for Fx in Alien: Romulus, Obi-wan Kenobi, Dungeons & Dragons and The Mandalorian 3*

Nov 2023 - May 2023

Jan 2022 - Aug 2022

Remote

San Francisco, CA

- Lightsaber interaction and atmospheric smoke in Obi-wan Kenobi fight sequence, Magical Portal effects and magic shield effects with crowds in Dungeon and Dragons, high resolution water simulation in The Mandalorian 3
- For Alien Romulus: Develop and layout high resolution spinning acid effects under zero gravity with sim and post sim methods, gun shot sparks matching older movies and reference footage

## Disney Animation Studios

Fx Artist

*Responsible for Fx in Wish and Moana 2*

April 2023 - Aug 2023

May 2024 - Sep 2024

Hybrid

Los Angeles, CA

- Work with Fx designer to create stylized and magical Fx for Star on Wish, Stylized light ray and lens flare animation using Houdini and Nuke, Further and sparks animation in crowd chicken dance

## Pixar Animation Studios

Fx Artist

*Responsible for Fx in Elemental*

Sep 2022 - March 2023

Remote

San Francisco, CA

- Create various water effects with characters in the water apartment and pipe leaking scenes, floating debris on flood water, ripples, projectile hot sauce in Elemental

## Dreamworks Animation TV

Fx Artist

*Responsible for Fx for Jurassic World Camp Cretaceous*

Sep 2020 - Jan 2022

Los Angeles, CA

- Simulate, light and composite water interaction with characters in waterfall, creature splash in ocean, identify effects in shots and supervise effects from oversea studio

## Dreamworks Animation TV

Fx TD

*Responsible for Fx tools and pipeline development for upcoming animated shows*

Aug 2018 - Sep 2020

Los Angeles, CA

- Develop Python modules for asset organization
- Build Houdini Deadline submission tool with job dependency
- RnD for simulation pipeline with Houdini and Maya

## Zero VFX

Fx Artist

*Equalizer 2 and Miles 22*

Mar-Jun 2018

Los Angeles, CA

## The Mill

Fx Artist

*Audi e-Tron Commercial*

Jan, June 2018

Los Angeles, CA

## Education

## **Gnomon School of Visual Effects**

Digital Production for Entertainment , Visual Effect

June 2015- June 2017

Los Angeles, CA

## **University of Washington**

B.S. Computer Science

Oct 2010- July 2014

Seattle, WA

### **Software**

Maya, Houdini, Nuke, Katana

VRay, Arnold, Redshift, Mantra, Renderman

### **Programming Languages**

Python, Java, C++

VEX, MEL