Junyi Wu

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Education

MSc Computer Science (conversion) | Queen Mary University of London (UK) | 2024-2025
Modules include: Computer Programming, Computer Architecture and Networks, Database Systems, Introduction to Software Engineering, Data Analytics, Interactive System Designm, Security and Authentication
Auditing: Algorithms and Data Structure, Machine Learning

MA Digital Effects | National Film and Television School, Royal College of Art (UK) | 2019-2021
Whole VFX pipeline: On-set shooting, Data Wrangle, HDRI, CG asstes build, Compositing, Motion Capture project, SFX Makeup.
Graduate project <Build Me Up (short 2021)> : I conducted research on avalanches to create a snowstorm simulation. Developed realistic snow particle dynamics and rendered the effects using Houdini.

BA Film Production | Zhejiang University of Media and Communications (China) |2014-2018
GPA: 3.61/5.0 , Second-Class Scholarship

Projects

replicate-boost3D: Implement ideas from the <Boosting 3D Object Generation through PBR Materials> paper
  ◦ Finetuned Stable Diffusion Model to predict Albedo from Beauty.
  ◦ Scripted batch processing Megascan assets in Blender to create training dataset.
TinyRenderer: C++ implementation of a minimalist renderer, following TinyRender tutorial.
  ◦ Rasterization, backface culling, Z-buffer
  ◦ Perspective projection
    add camera and diffuse texture

Work Experience

3D Generalist / Environment Artist | Goodbye Kansas Studios (UK) | 05/2021 - 12/2023
- Managed the assembly and layout of 3 main/complex 3D environments within the USD pipeline, including assets modelling, texturing, look development, set dressing, scattering and slap comp.
- Achieved building high-quality CG set extension for 6 shows, utilized on-set data like Lidar scans and HDRI to accurately recreate and enhance scenes with high precision.
  Collaborated with a team of 6 artists, sharing knowledge and supporting each other to meet challenges and tight deadlines in a dynamic environment.
  Coordinated closely with multiple departments and supervisors to deliver high-quality work. Participated in 1-2 daily review meetings to present updates, receive feedbacks and provide creative suggestions when needed, to enhance project outcomes.
  Refined and upscaled models and textures from extenral vendors, ensuring asset quality to meet high peoduction standards.
  Efficiently created and updated automated assets for team use, quickly learning and integrating them into pipelines.(USD)
- Reflected promptly to changes from upstream departments, maintained strong communication and collaboration with downstream departments to ensure deliverables met their requirements and addressing any potential gaps.
- Quickly adapted to new pipelines and tools within the Linux system, demonstrating a passion for learning new technologies and strong problem-solving skills when encountering technical issues.

Projects: <Concord Cinematic Trailer> , undisclosed project, <Black Mirror Season 6>, <One Piece>, <Doctor Who Season 14>, <Carnival Row 2>, <The Emigrants>, <Liasion>,<Outlander Season 6>, <Locke and Key 2>

Skills

Python, C++, Oracle SQL, VEX

Houdini, VEX, Maya, Substance Painter, Mari, USD, Nuke, SpeedTree, Photoshop

Language: English (Fluent) , Mandarin (Native), Russian (Beginner)