



# XUAN PANG

VFX Generalist

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## EXPERIENCE

NOVEMBER 2020

**VFX GENERALIST**, M.A. FINAL PROJECT “WHALE AND PLASTIC BOTTLES”

Water FX simulation and Lighting in Houdini. Compositing background and color in Nuke.

SEPTEMBER 2020

**VFX GENERALIST**, “DANDELION” PLUGIN DEVELOPMENT

Use Graph of functions to create different shapes of particles and models by python in Maya.

MARCH 2020

**CHARACTER TD**, “ENTER THE OLIGOCENE VR” COLLABORATIVE PROJECT FOR CHARLESTON MUSEUM

Rig different types of deep-sea fish in Maya. Create procedural seaweeds, corals for the deep-sea environment in Houdini.

SEPTEMBER 2019

**COMPOSITER**, PERSONAL PROJECT “CATCHING A BALLOON ON DESK”

Make camera tracking of office desk scene and export camera sets into maya. Create catching balloon cartoon animation. After lighting and rendering with Arnold in Maya, compositing into the office desk scene.

JUNE 2019 – AUGUST 2019

**CHARACTER TD**, SCORCH STUDIO, CHINA

Rig and animate animal creatures in the advertisement clip “Tea Garden” in Maya and Houdini.

## EDUCATION

SEPTEMBER 2017 – MARCH 2021

**MASTER OF ARTS**, SAVANNAH COLLEGE OF ART AND DESIGN, UNITED STATES

Visual Effects, Animation

SEPTEMBER 2012 – JUNE 2016

**BACHELOR OF COMPUTER SCIENCE**, BINJIANG COLLEGE, NANJING UNIVERSITY OF INFORMATION SCIENCE & TECHNOLOGY, CHINA

Software Engineering (Animation Direction)

## SKILLS

- FX simulation
- Procedure modeling
- Procedural OSL, RenderMan Shading
- C, Python, Vex, Mel, Language Scripting
- Lighting and compositing
- Rigging and animation