XUAN PANG

FX Artist, TD

912(480)8627 · shawnxp20@gmail.com · shawnxp-vfx.github.io · linkedin.com/in/shawnxp

EXPERIENCE

MARCH 2020 - JULY 2021

3D GENERALIST, EVOLUTIONARY GUIDANCE MEDIA R&D, INC, NEW YORK

Model, rig, animate and texture twelve kinds of animals and render with realistic style and hologram style.

APRIL 2020 – MAY 2021

3D GENERALIST, THE ELEMENT X STUDIOS, COSTA MESA, CA

Create different types of FX for an unannounced episode. Create R&D for some FX in different shots. Also make textures, shading, lighting for presenting those FX shots.

MARCH 2020 – MAY 2020

3D GENERALIST, "ENTER THE OLIGOCENE VR" COLLBORATIVE PROJECT FOR CHARLESTON MUSEUM

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

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

- Water, smoke, RBD, particle FX
- Real time FX
- Procedural modeling

- Vex, Mel, Python, C Language Scripting
- Character animation
- Character rigging

ACTIVITIES

Doing community Volunteer works in SCAD SERVE during college time. Being reporter and photographer in Non-profit organizations.