

Siyu Chen

c.gothic7@gmail.com | 180 New Montgomery St, San Francisco, CA, 94115

Seeking Internship Technical Artist position for Summer 2019.

Education

Academy of Art University, San Francisco, CA

Feb 2017 – Now

Master of Fine Art; Major in Animation and Visual Effects

Cumulative GPA: 3.3

Courses this semester: Dynamic 2 - Fluid, Houdini 1, Node-based Compositing

Courses in plan: Houdini 2 & 3, Advanced Texturing & Lighting, Houdini VEX

Jilin Animation Institute, Changchun, China

Aug 2012 – July 2016

Bachelor of Art; Major in 3D Animation

Skills & Tools

-
- **Software:** Maya, Houdini, Arnold, Nuke, After Effects, Mudbox, Photoshop, Zbrush
 - **Skills:** Dynamic Simulation, 3D Modeling, Texturing & Lighting, Shading, MEL, Basic VFX Pipeline, Compositing

Projects

Personal website: <http://siyuchen.art>

Siyu Chen's old Room (Personal Project)

Spring 2019

- Did almost the modeling, using ncloth for help. Did all the UV layout. Added texturing and lighting.
- Used OCIO configuration file for color management to select correct color spaces.
- Rendered in Arnold. Did compositing in Nuke.

Rain Street (final project for *Dynamic 1 Particle* class)

Spring 2018

- Made a scene with a night street in the rain where raindrops flow down the window and splash on the ground.
- Used Maya nPartical to make raindrops and rain splash; used Maya Fluid to make the puddle on the ground.
- Wrote MEL expression for flowing effect of rain on window, wall and umbrella.
- Did some modeling (umbrella, building wall, etc.) to make raindrops hit on them.
- Rendered in Mental Ray and did compositing in After Effects.

Beetle Van (final project for *Fundamental Texturing & Lighting* class)

Fall 2018

- Added texturing and lighting (both day and night) to a beetle van driving down a city street.
- Painted texture mapping (diffuse, roughness, specular, bump) in Mudbox and Photoshop, applied different shaders.
- Used OCIO configuration file for color management to select correct color spaces.
- Made hair for the van driver using nHair in Maya.
- Rendered in Arnold. Did compositing in Nuke.

The Door

Spring 2018

- Worked in team of 4; Made a short movie where a programmer's laptop becomes a wormhole and draws him in.
- Shot in a green screen studio and added various effects to the video.
- I did some of the effects, including keying, color correction, rotoscoping and dynamic effects (light) in After Effects.