

WEBSITE

www.yanggaofx.com

LINKEDIN

linkedin.com/in/yanggaofx

VIMEO

vimeo.com/yanggaofx

Houdini

RBD/Destruction	Liquid/Water
Particles	Smoke
Vellum	Growth/Lightning
Grains	Groom

Rendering

Mantra	Arnold
Redshift	Vray

Unreal Engine (Niagara w/ Houdini)

RBD/Destruction	Liquid
Explosion	AirBreak
Particle	Smoke/Dust
Weather	Cloth/CFX
BluePrint	

Other

Nuke	Premiere
Maya	PFTrack
AfterEffects	Substance
Photoshop	Blender

EDUCATION

Apr. 2017 - June 2020

Gnomon

Visual Effects Animation,
Certificate in Entertainment Design and Digital Production

Sept. 2012 - June 2015

State University of New York at Binghamton

Bachelor's of Art degree in Cinema and Theater

WORK EXPERIENCE

January - Present
2022-2023

ILM : FX TD - Contract

NDA Projects (multiple including Features and Series)

- softbody dynamics Concept Dev
- LargeScale SmokeSim
- LargeScale Water/Grains FX
- Realistic Sparks/Embers
- Assisted automated sim pipeline testing, development, and managed lazer bullet interaction of 20+ shots across sites
- Rain on Cockpit
- Realistic Sparks/Embers
- LightSaber
- Abstract Env Concept Dev
- Burning Confetti
- LargeScale RBD
- different scales of Fire
- Lightspeed Concept Dev
- War Env Concept Dev
- SmokePlume Lib & Loader

June - January
2021-2022

MPC : Houdini FX Generalist - Staff

Toyota Tundra

- Forest Fire, smoke and Ember
- Desert Dust Cloud
- Snow Storm

Novi

- Vellum balloon MoGraph
- Confetti

Feburary - May
2021

Halon Entertainment : Houdini/Unreal FX TD - Staff

4 Fortnite Trailers

- FootPrint / Ground interation with dirt sim
- Grenade Explosion
- Water Splash
- BulletHit/Tracers
- SmokePlume
- Ground Hit Explosion
- AirBreak
- Character Deflate
- Tendril Portal

January
2021

MPC : FX Artist - Superbowl Contract

- Sand drift
- Cloud Env Dev
- Snow fall

July - October
2020

Intel Studio : Houdini TD - Staff

NDA Project- volumetric capturing

- photogrammetry pointcloud reconstruction
- procedural pointcloud cleaning

January - April
2020

The Mill : FX TD - Contract

Destiny - Game Cinematic

- Energy wave
- Snow drift
- Thruster
- Cape cloth sim

Commercials (multiple)

- Pixelation FX Infection map
- Characters groom
- Character lighting pipeline tool
- Digital portal/Ripple
- Feather generation
- Shot lighting

APEX - Game Cinematic

- Stylize spark tool
- Cloth post-sim shot sculpting
- RBD glass shatter aftermath