

CONG WANG

Los Angeles, CA | [Portfolio](#) | [LinkedIn](#) | cong.fly.wang@gmail.com | 979-676-0687

ComfyUI | **Houdini** | **Unreal Engine** | **Adobe**

SUMMARY

VFX and technical artist with 10+ years of experience in AAA games, feature animation, real-time production, and AI workflows. Skilled in Houdini, Unreal Engine, procedural modeling, VFX, and AI image and video production. I combine art and technology to build efficient workflows and create cinematic content.

EXPERIENCE

The Brolywood Adventure Media Jan 2026 - Present

AI VFX Director

- Use ComfyUI for image/video generation and train custom LoRAs for characters and styles.
- Experienced with multiple generative video models, including Seedance, Google Veo, and LTX-2.5.
- Build hybrid VFX workflows using Houdini, Unreal Engine, and generative AI.
- Use Houdini for fast shot layouts and environments, then AI for asset creation and visual iteration.

Independent VR Development | Los Angeles, CA Jun 2025 - Jan 2026

VR Technical Director / Creator

- Created immersive Meta Quest video content using Unreal Engine, Houdini, and AI.
- Built and captured large virtual environments; combined real-time 3D, pre-rendered media, and AI-generated video.
- Created proof-of-concept visuals and presented the creative and technical direction to investors.

NetEase Games Jun 2022 - Jun 2025

Senior Houdini Technical Artist - VFX & PCG

- Supported multiple game studios with Houdini and Unreal Engine workflows for VFX and PCG.
- Created Houdini tools for game environments, modular structures, and game-ready assets.

Tencent Lightspeed & Quantum Studios Apr 2021 - Jun 2022

Senior Houdini TA / FX TA

- Created procedural modeling tools for game environments, modular structures, and building assets.
- Supported VFX and procedural generation for Last Sentinel.

Walt Disney Animation Studios Feb 2019 - Apr 2021

FX Animator

- Created fluid, destruction, and environmental FX for Frozen 2, Raya and the Last Dragon, and Encanto.
- Created real-time FX and Blueprint systems in Unreal Engine for Myth: A Frozen Tale.

DreamWorks Animation Sep 2018 - Feb 2019

Houdini FX Artist

- Created Houdini FX for Fast & Furious: Spy Racers.

Zoic Studios Mar 2018 - Aug 2018

Houdini FX Artist

- Created Houdini FX for Legion, The Walking Dead, and Strange Angel.

Walt Disney Animation Studios Mar 2016 - Mar 2018

FX Animator

- Created FX for Moana, Wreck-It Ralph 2, and Frozen television specials using Houdini simulation and procedural workflows.

SideFX Software Jan 2015 - Aug 2015

Houdini FX Intern

- Worked with Houdini FX tools and procedural workflows; tested tools and explored production techniques.

SKILLS

SOFTWARE

Houdini
Unreal Engine 5
ComfyUI
Maya
Nuke
Photoshop

PROGRAMMING

VEX

Unreal Blueprints

DRAWING

Chinese Traditional Painting
Sketching
Digital Drawing

AWARDS

Annie Awards, 2022

Nominated: Best FX - Feature
Raya and the Last Dragon

SIGGRAPH Presenter, 2021

Procedural generation
workflow for animated film

EDUCATION

Texas A&M University

M.S. Visualization / Computer
Graphics
College Station, TX