

Cong Wang

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FX Designer | RealTime FX (Game,VR),Vertex Animation | Procedural Modeling |
FX Demo Reel(Film&VR): <https://vimeo.com/478179106> Password: cwangvfx
Metal Practicing <https://vimeo.com/478267010>

- EXPERIENCE**
- Walt Disney Animation Studios FX Animator** **2019 Feb - Present**
- Project: **Myth A Frozen VR experience** Tasks: realtime FX, texture generate, vertex animation. Timeline Edit. Blueprint . Plantform: Unreal Engine, Windows
 - Project: **Raya The Last Dragon** Tasks: Art driven realistic dynamic simulation
 - Project: **Frozen 2** Tasks: destruction, fluid and smoke simulation
- DreamWorks Animation FX Artist** **2018 Aug -2019 Feb**
- Zoic Studios Houdini FX Artist** **2018 March -2018 Aug**
- Project : **Marvel TV Series: Legion , Walking Dead**
- Walt Disney Animation Studios FX Animator** **2016 March - 2018 March**
- Project : **Wreck-it Ralph 2** Tasks: concept proof test. destruction rig
 - Project: **Olaf's frozen adventure** Tasks: Ice growing effects and magical particles.
 - Project: **Moana** Tasks: water and sand simulation
- SideFX Software Houdini FX Intern** **2015 January - 2015 July**
- Tasks : Procedural Modeling , Film Effects Simulation

- EDUCATION** **Texas A&M University, College Station, TX**
- Master of Science in Visualization / Computer Graphics

- SELECTED COURSE**
- 3D Modeling and Animation
 - Physics Based Modeling
 - Rendering and Shading

- INDEPENDENT PROJECTS**
- Moana and Frozen 2 marketing materials**
- I made Chinese traditional painting style posters for Moana and Frozen which are used by Disney as marketing materials in Chinese market. I pitched the idea and then conducted the execution to the end.
- Sleddin** A CG Animated Short
- Best Student Project: Runner-Up on Siggraph Animation Festival 2014 Task: Snow and cloth simulation.

- SKILLS** **Software(Relative Rating)**
- | | | | | | |
|-----------------|-------|----------------|-------|-------------|-------|
| Houdini | ○○○○○ | Maya | ○○○○○ | Photoshop | ○○○○○ |
| Unreal Engine 4 | ○○○○ | Nuke | ○○○○ | Unity | ○○ |
| After Effects | ○○○○ | Adobe Premiere | ○○○○ | Garage Band | ○○○○ |
- Programming Language(Relative Rating)**
- | | | | | | |
|---------------|------|--------|-----|--------------|----|
| VEX (Houdini) | ○○○○ | Python | ○○○ | Swift &Metal | ○○ |
|---------------|------|--------|-----|--------------|----|

- Operating System**
- Linux, Windows, Mac, IOS

- Art Skills**
- Chinese Traditional Painting, Sketch