

# Elsha Hong

## SUMMARY OF SKILLS

### Dynamics and Simulation (subheader)

- Real-time fx with particles, materials and blueprints
- Flip, particle, rbd destruction, vellum, pyro sims
- HDAs, scripting

### Compositing

- 3d integration to plate with 3d render passes
- Camera tracking
- 3d toolset for compositing

### Communication

- Adept at problem solving
- Able to multitask and work under high pressure
- Proactive and resourceful
- Take feedback well

## PROFESSIONAL EXPERIENCE

### Junior Fx Artist

Virtuos Studios, Sparx\*  
Ho Chi Minh City, Vietnam  
January 2020 - March 2021  
Fx in Houdini  
Fx in Unreal Engine

### Fx Artist

Tiny Island Productions  
Singapore, Singapore  
November 2019 - November 2019  
FX in Maya

## EDUCATION

### Gnomon

BFA in Digital Production  
June 2021 - June 2024  
Simulation and dynamics, compositing, lookdev

### 3dsense Media School

Diploma in Film Production  
March 2018 - March 2019  
Rigging and realtime lighting, realtime cinematic pipeline

### 3dsense Medial School

WSQ Diploma in Animation  
April 2019 - September 2019  
VFX for film

## SOFTWARE

- Houdini, Maya, Unreal Engine, Nuke, 3d Equalizer, Substance Designer
- Photoshop, After Effects, Substance Painter, Blender, Zbrush

## LANGUAGES

- English (first language)
- Mandarin

## CONTACT

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## Profile

VFX Artist specializing in photorealistic simulations for VFX and Games pipeline.