

Cong Wang

Houdini & Unreal Engine Demo Reel: <https://vimeo.com/1024467440>
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RealTime&Film | VFX TA | FX Designer | Procedural Modeling |

EXPERIENCE

- Netease Games Senior Houdini TA (VFX & PCG) 2022 Jun - Present**
- Tasks: Support multiple first party studios under Netease Games, setup demo and solutions for VFX and PCG needs targeting AAA standard. Mostly using Houdini and Unreal Engine.
- Tencent Lightspeed & Quantum Studios Senior Houdini TA/FX TA 2021 April - 2022 Jun**
- Project: **Unannounced AAA title**([news link](#)) Task: 1. VFX systems setup. 2. Procedural content generation using Houdini and Unreal.
- Walt Disney Animation Studios FX Animator 2019 Feb - 2021 April**
- Project: **Encanto** Tasks: Sand FX and destruction simulation.
 - Project: **Myth A Frozen VR experience** Tasks: realtime FX, texture generate, vertex animation. Timeline Edit. Blueprint . Platform: 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

TALK & AWARDS

- **2021 Siggraph:** Cooking Southeast Asia-inspired Soup in Animated film([ACM Link](#))
- **2022 Annie Awards:** Best FX-Feature Nomination For Raya and The Last Dragon ([Nomination Link](#))

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 the Chinese market. I pitched the idea and then conducted the execution to the end.

SKILLS

Software(Relative Rating)

Houdini	●●●●●	Maya	●●●	Photoshop	●●●●●
Unreal Engine 5	●●●●●	Nuke	●●●	Unity	●●
After Effects	●●●●	Adobe Premiere	●●●●	Substance 3D	●●

Programming Language(Relative Rating)

VEX (Houdini)	●●●●●	Python	●●●
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Operating System

- Linux, Windows, Mac, IOS

Art Skills

- Chinese Traditional Painting, Sketch