TIEZHENG CHENG

CG Artist / FX Artist

(567)232-0143| tiezhengcheng@gmail.com | [Demo Reel（FX）](#) | [Demo Reel（Comp）](#) | [Portfolio](#)

EDUCATION

2023.06-2025.04	**MA Visual effect**	**Savannah College of Art and Design**	**Savannah, USA**
2017.09-2021.07	**BFA Product design**	**Beijing Institute of Technology, Zhuhai**	**Zhuhai, China**

PERSONAL EXPERIENCE

[FX flaming sabotage scenes](#) - FX Artist/Compositor   **12/2024-01/2025**

- Use Houdini created a complex scene that uses different types of simulation, such as pyro, rbd, particle, mpm, and also responsible for shading, lighting, rendering, and use Nuke compositing.

[Graduation project (visual effects)](#) - FX Artist/Compositor   **08/2024-10/2024**

- Use Houdini created a huge scale of waterfall, terrain, volcano, volcano eruption, mist, whitewater, atmosphere, texturing, shading, lighting, rendering, and use Nuke compositing.

[Ocean scenes](#) - FX Artist/Compositor   **12/2023-01/2024**

- Use Houdini to carry out ocean sim, mist, whitewater, wet map, atmosphere, shading, lighting, rendering, and use Nuke compositing.

[Composite shots](#) - Compositor   **09/2023-11/2023**

- Compositing the footage using Nuke, also responsible for shooting, lighting, green screen keying and compositing.

[Forest and river scenes](#) - FX Artist/CG Generalist Artist/Compositor   **05/2022-08/2022**

- Use Houdini to carry out procedural modeling (terrain), river sim, mist, whitewater, wet map, grass (fur), atmosphere, shading, lighting, rendering and use Nuke compositing.

[Building explosion and collapse scenes](#) - FX Artist/CG Generalist Artist/Compositor   **02/2022-05/2022**

- Use Houdini to carry out procedural modeling (terrain) and texture, grass (fur), main RBD, secondary debris, debris dust, main explosion, smoke trails, missile trails, atmosphere, shading, lighting, and rendering. Use Substance Painter for the texture of the building, and use Nuke compositing.

Graduation project (product design) - Product Designer   **09/2020-06/2021**

- Designed a fruit picker; Conducted field research, sketching, brainstorming, model making and 3D rendering.

SKILLS

Software- Houdini, Blender, Rhino, UE5 , Substance Painter, Speed Tree, World Creator, Keyshot, Maverick Studio, Redshift, Cycle, Eevee, Mantra, NukeX, Premiere, Rizom UV

Technical Skill- lighting, shading, rendering, compositing, hard surface modeling, texturing, UV mapping, explosion sim, particle sim, RBD sim, water sim, smoke sim, procedural modeling, vex **,** Sketch, Photography

AWARDS

- Top3 out of 60 Participants in the Final Assignment Assessment of Online Training at Drowm.com
- Top3 out of 56 Participants in the Final Assignment Assessment of Houdini Training Course at Yiihuu.com