



Yifei Pei

Houdini FX Artist

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About Me

Skills Houdini FX(Flip, RBD, Pyro, Vellum, Pop), Procedural Modeling, Compositing, Lighting

Software Houdini, Maya, 3DMax, Nuke, Adobe After Effects, Adobe Premiere

Award/Honors Rookie Award 2021 Draft Selection, Rookie Award 2021 Excellence Award

Experience

Ingenuity Studios

Los Angeles, CA

FX Artist

Oct. 2022 – Feb. 2023

- Work for a TV series and music video. Created different types of effects for different projects, including smoke, particles, flames, and RBD simulation.
- Good communication and collaboration with other lighting artists and compositors.
- Tasks include Houdini FX.
- Knowledgeable in houdini solaris.

Scanline VFX

Los Angeles, CA

FX Artist - "The Flash" movie

Sep. 2021 – Oct. 2022

- Responsible for magic effects, small scale RBD destruction simulation, particles, and smoke.
- Created a setup that can serve the same effect element in different scenes.
- Good communication and collaboration with other artists.
- Tasks include Houdini FX, shading, lighting and rendering.
- Proficiency in mantra rendering.

Daysview Digital Image

Beijing, China

FX Artist

May. 2017 – Aug. 2017

- Work with other artists to create image of aircraft engines falling. Responsible for smoke, destruction, camera animation in the scene.
- Continuously improve the work based on feedback from directors and senior FX artists.
- Work as an intern.

Education

Savannah College of Art and Design

Savannah, GA

MFA - Visual Effect

2018 - 2021

Sichuan University of Media and Communication

Chengdu, China

BFA - Digital Media Art

2012 - 2016