



Yifei Pei

Houdini FX Artist / CG generalist

912-257-3043 

peiyifei44@gmail.com 

www.yifeipei.com 

www.linkedin.com/in/yifeiFX 

www.vimeo.com/1090587335?share=copy#t=0 :REEL

About Me www.imdb.com/name/nm15114901/?ref=nm_sr_srg_0_tt_0_nm_8_in_0_q_yifei%2520pei :IMDB

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

“End of Summer” - Official Selection of the 2023 Big Apple Film Festival, **Best Student Short Film Award**

- Official Selection of the 2023 Chicago International Children’s Film Festival

- Official Selection of the 2023 Asian Film Festival Los Angeles

Experience

Ingenuity Studios

Los Angeles, CA

FX Artist - “Horizon: An American Saga - chapter 1”, “One Piece” Netflix season1&2, “Miracle Worker” Season 4, “La Brea” Season 2&3, “Descendants: The Rise of Red”, “The Night Agent” Season 2, “The Bad Monkey”, “ICK”, “Fear the Walking Dead” Season 8, “The Dead City” Season 2.

Oct. 2022 – June. 2025

- Building tools or setups to delivered complex and key effects contents including smoke, magic particles,fluid simulation, flames, and RBD simulation, large scale river, and vellum body explosion, etc.
- Collaborate with other lighting artists on shading and rendering test.
- Tasks include Houdini FX, shading, and render with renderman in solaris.

Scanline VFX

Los Angeles, CA

FX Artist - “The Flash (2023)”

Sep. 2021 – Oct. 2022

- Generated realistic simulation about magic effects, small scale destruction simulation, particles, and smoke.
- Developed a procedural tool that can serve the same effect element in different scenes.
- Collaborate with lead FX artists to set up and run simulation.
- Tasks include Houdini FX, shading, lighting and mantra rendering.

Daysview Digital Image

Beijing, China

FX Artist Intern

May. 2017 – Aug. 2017

- Work with other artists to create images of aircraft engines falling. Responsible for smoke, destruction, camera animation in the scene.
- Collaborate with senior FX artists to set up and run simulation.

Collaboration

Student Short Film

FX Artist – “End of Summer”

Mar. 2023 – Apr. 2023

- Responsible for particles simulation(ash).
- collaborated with another compositor to fulfill the director’s request.
- Tasks include Houdini FX and mantra render.

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