

VFX Artist



Weili Huang
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Attributes

- Winner of the E3 2015 Raddest Explosions Award in Visual Effects
- 25+ years veteran in the video game Industry, travelled and worked in 8 different countries
- World Class Quality VFX productivity, Cinematography & Story Boarding in Cut-Scenes & Character Animation
- Experience in adaptation & communication of broad variety of art styles, ranges from the Western & the Eastern Culture
- Strong traditional art & animation skills, upon formerly trained in animated film production.
- Analytical, problem solving and organizational skills
- Extremely keen in expanding knowledge base and acquire new skills
- Knowledge in developing artist pipeline and workflow with technical Director.
- Working independently within a group and also a keen team player
- Approachable, flexible and responsible
- Experience with memory budgets and art asset optimization techniques

Skills

- Specialises in Unreal Engine series, Blueprint/ in building Cinematic & Events.
- Exceptionally skilled in executing After Effects, Fume FX and Houdini, in creating FX Textures, Compositing and Post-Production.
- Expertise in using 3Ds Max and Maya in 3D Modeling and Character Animation.
- Experienced in mentoring and guiding art team members in art direction.
- Extensive knowledge in using various game engine & learning the pros & cons of their pipeline.
- Managing FX Assets & Scheduling Production
- Providing Art Direction input on FX and leading the FX team
- Assistance in creating and refining pipeline processes, art guidelines and specifications
- Choreography in Martial Art and Animation
- Training Junior Artists and Students.

Project Summary

- Borderlands 4
- Metro Awakening
- Far Cry 6
- Anthem
- We Happy Few
- Eve: Valkyrie
- Tekken 7
- Star Wars Battlepod
- Contrast
- Bioshock 2
- Hellgate: London
- The Elder Scrolls IV: Oblivion
- Goblin Commander: Unleash The Horde
- Army men RTS

Employment History



(Canada Remote)

Expert VFX Artist
(May 2024 – Current)

- Visual Effects production on Character, Environment, Cinematic and Event Assets on "Borderlands 4"
- Support/Assist Design Lead & Art Director in Visualizing VFX Choreography & Direction



SIE (Canada Remote)

Senior VFX Artist
(May 2022 – May 2024)

- Visual Effects Preproduction, R&D on a New IP using Proprietary Engine.
- Creating Concept Art on VFX Direction
- Creating Storyboard Player Abilities and Enemy Combat
- Creating Animatics for Player Abilities
- Assisting Engineers in creating Shaders and Integration using Proprietary Engine.
- Support/Assist Design Lead & Art Director in Visualizing VFX Choreography & Direction



UBISOFT Toronto

Senior VFX Artist
(June 2019 – May 2022)

- Visual Effects production on Character, Environment, Cinematic and Event Assets in "Far Cry 6"
- Providing Tool and assisting Graphic Programmer in creating Shaders and Plugins in Dunia Engine
- Support/Assist Lead Producer, Lead Artists in required duties



(Canada)

VFX Artist
(January 2018 – May 2019)

- Providing Tech Assistance in helping the Frostbite Team to improve the FX Editor for the Frostbite Engine.
- Providing Tech Art input and support with Tech Lead, Producer & Art director in required duties
- Visual Effects and Shader production on Players Combat, Props, Environment & Cinematic in "Anthem" using Frostbite Engine



Starbreeze Studios (Sweden)

Principal VFX Artist
(August 2016 – December 2017)

- Providing Art Direction input on FX and leading the FX team.
- Providing Tech Assistance in helping the Engine Team to create the FX Editor for the Proprietary Engine.
- Managing FX Assets & Scheduling Production time with Art Lead.
- Providing Tech Art input and support with Tech Lead, Producer & Art director in required duties
- Visual Effects and Shader production on Players, Props & Environment in "Overkill The Walking Dead" using Proprietary Engine
- Interviewing Candidates with the Art Director & Human Resource Management & provide Candidates Feedback.



(remote location)

- Providing Consultation on Visual Effects for Independent Game "We Happy Few" using Unreal Engine 4 while in Malaysia.



(UK)

- Visual Effects and Shader production on Multiplayer & Environment of VR Dog Fight Simulator "EVE: Valkyrie" using Unreal Engine 4
- Providing UI FX and Shader assistance for UI Artist Research Materials Shader and Blueprint using Unreal Engine 4.8
- Providing Concept Art on Vehicle VFX
- Providing Character Animation and Cinematic Cut Scenes.



(Singapore)

- Visual Effects and Shader production on Players, Props & Environment in the Arcade Game "Star Wars Battlepod"
- Research Material shaders the using Unreal Engine 4
- Creating Promotion Video using Adobe After Effect



(Canada)

- Visual effects advisory services (uncompensated volunteer) Cinematics, Visual Effects and Shader on Independent Game "Contrast" using Unreal Engine 3 for all Consoles and PC



Funcom (Canada)

- Visual Effects production on Players and Monsters Combat, Environment on the MMO "Secret World"
- Implementing Art Prefabs and animation assets into Gameplay
- Creating Cinematic Cut Scenes.
- Support/Assist creative Director in Visual Effects Choreography
- Audio Voice Acting for Various Monsters



UBISOFT Ubisoft Quebec (Former Longtail Studio)

- Visual Effects production on Character & Environment Assets in the Xbox Kinect Game "Powered Up Heroes"
- Providing Tool & Graphic Programmer in creating Shaders & Plugins in Gamebryo.
- Support/Assist Tech Lead, Producer, Lead Artists in required duties
- Finalising Production Pipeline with the Producer.
- Leading other FX artist in assets production & production sprint.
- Providing new gameplay, concept ideas & creating Proposal Videos including Character Animation, Post Production FX & Video Editing
- Interviewing Candidates with the Art Director & Human Resource Management & provide Candidates Feedback.
- Mentoring Art Students at the National Institute of Digital Entertainment
- Mentoring Junior FX Artist from Ubisoft

Freelance VFX Artist
(February 2016 – July 2016)

Principal VFX Artist
(November 2014 – November 2015)



Contract VFX Artist
(December 2013 – October 2014)

Freelance VFX Artist
(January 2013 – May 2013)

Senior VFX Artist
(September 2011 – September 2012)

Senior VFX Artist
(September 2009 – September 2011)



Digital Extremes (Canada)

Senior VFX Artist
(March 2009 – July 2009)

- Visual Effects production In Single Player & Multi-Players of “Bioshock 2”
- Prototyping Gameplay FX on “Darkness 2”
- Assisting Lead Art in Tech Support.
- Participating in Quality Assurance Play test



Realtime Worlds (UK)

Senior VFX Artist
(February 2007 – February 2009)

- Creating Visual Effects on Characters, Vehicles, Props & Environment in the Next MMO “APB- All Points Bulletin” using the Unreal Engine 3
- Making In-game cut-scene/Trailer Production using Kismet
- Creating Character Animation and Props
- Creating Stylised Comic Book Cut-Scene using Adobe After Effects
- Providing Tech Art input with Programmers and Designers
- Supporting Creative Director and Art director in required duties



Liquid Development (remote location)

Freelance Artist
(May 2006 – Dec 2007)

- Texture Painting & modelling of Monsters Variation & Clothing for “Hellgate London” & “The Elder Scrolls IV: Oblivion”



SONY ONLINE ENTERTAINMENT Soga Interactive (Taiwan) (Sony Online Entertainment Asia Division)

VFX Lead
(December 2004 – January 2007)

- Leading a team of 3 in Various FX task including Art Direction and Physic Simulation.
- Amour and Clothing Fitting and Rigging on “Everquest 2”
- Character Animation on NPC and Monsters
- Creating Visual Effects on Characters, Props and Environment
- Technical Assistance & Trouble Shooting with Producer and Tech Directors
- Providing Tech Art input with Programmers and Designers
- Supporting Tech Lead, Producer and Art director in required duties
- Additional Character and props Modeling
- Provide Junior Artists & Animators with appropriate training on
- Motion Builder, Maya and In-house Tools
- English-Mandarin Translation Technical Procedure & Art Direction
- Voice Acting for Various NPC.



Phoenix Game (Malaysia) Lead Animator/ Martial Art Choreographer (May 2004 – October 2004)

- Character Animation and Visual Effects on “Storm Riders Online”
- Martial Art Choreography for Fight Sequences and Gameplay.
- Making Cinematic promotion.
- Provide Junior Artists & Animators with appropriate training
- Support/Assist Lead Animator in animation Choreography
- Additional Character Modeling



Optidigit Production (Malaysia)

Freelance Animator
(March 2004 – May 2004)

- Character Animation for Commercials and Studio Short Film
- Post-Production Rendering for Compositing and Editing.



Jaleco Entertainment (US)

- Creating Character and Environment Concept Designs & Storyboard for a PS2 Action Sword Fighting Game.
- Character Animation on Character
- Making Particle Effects and In-Game Cut-scene for "Goblin Commander: Unleash the Horde" for all Consoles.
- Voice Acting for various Goblin Characters



Light Knights Production (Australia)

- Character Animation and Prop Modeling for the Children Cartoon series "The Shapies"
- Digital Rendering & Output of Animation for the editors



Pandemic Studio, PTY LTD (Australia)

- 3D Character and Prop Modeling for the PS2 game "Army Men RTS" including Character and Prop Animation
- Producing Concept Art for Design Document



EA Sports Studio Oz (Australia)

- Creating Character, Concept & Storyboard Design for a PS2 Rapid Boarding game.
- Technical Art Assistance with the Lead Tech Artist in solving Technical Problem and production Pipeline
- Creating the Liquid Effect of the Core Gameplay
- 3D Modeling and designing the Environment and Props for the Level.
- Character Animation on Player Character



Zoom Film & Television (Australia)

- Supporting Acting and Martial Art Performance in the Samsonite Commercial "Bags of Fury"
- Stunt Training and performing Stunt Work
<https://vimeo.com/22978338>



Cutting Edge Post (Australia)

- Creating Concept Art & Storyboard Design for Commercial
- Digital 3D Live Action Rotoscoping and building 3D Props
- 3D Particle Simulation and Animation using Softimage Extreme 3D
- Digital Rendering & Output of Animation for Inferno Editor

Artist 2

(November 2002- November 2003)

Freelance Animator (October 2002)

3D Artist/Animator (January 2002- September 2002)

3D Artist/Animator (November 2000- November 2001)

Freelance Supporting Actor (October 2000)

Freelance 3D Animator (February 2000- September 2000)

Software Proficiencies

- Unreal Engine Series
- Frostbite
- Embergen
- Dunia 2
- Decima
- Houdini
- 3Ds MAX
- Maya
- Adobe Photoshop
- Adobe After Effect

Education

Bachelor of Visual Arts in Animation - Griffith University, Queensland College of Art (Australia)

Reference

Stefan Leblanc (Creative Art Director)
Wizards of the Coast
leblanc.stefan@gmail.com
stefan@tuquegames.com

Guillaume Provost (Creative Director)
Compulsion Games
guillaume@compulsiongames.com
gprovost@gmail.com

James Anderson (Game Director)
Ratloop Games
james.anderson@ratloopcanada.com

Award & Achievement

E3 2015 Raddest Explosions Award:
Eve; Valkyrie



<https://youtu.be/sDau8m1qJGU?t=1m50s>

Media Coverage: Stars News Paper
and Borneo Post

<https://www.flickr.com/photos/7701468@N05/15461436098/in/album-72157648791650286/>

The Special Jury Award
for Humor: Bobble Gum
Week with the Masters 2000

Award of Merit in Multi-Cultural Art 1996

Folio on VFX, Cinematic and Animation

Personal Website

<http://weiliwong.wixsite.com/vfxworks>

Please contact me for password required to watch my reel.