YANNI HE
Environment/FX

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Education

M.A in Visual Effects   2022.09 - 2024.06   (Savannah, USA)
Savannah College of Art and Design

B.A in Animation Design   2018.03 - 2022.03   (Sydney, Australia)
University of Technology Sydney

Experience

FX Artist   Harbor Picture X SCAD   Mentorship Program   2024.01 - Until Now
Under the guidance of mentors at Harbor Picture, collaborated with other artists to complete a short film. Responsible for FX simulation, procedural environment, and 3D previs.

CG Generalist   MAKE, LLC   Social Post Program   2023.11 - 2024.03
Independently creating an animation with monthly check-in, get mentorship and constructive critique from experienced MAKE artists.

Production Assistant   Marie Claire   Intern   2020
Production editor for advertisements, edited one documentary and two short videos in "Marie Claire Now" series. Worked for video editing, as well as storytelling and conceptualizing.
Participated in the storytelling and live shooting part of advertisement series called "Prada Mode". Worked for the creative conceptualization and visual research, coordinating a team of over twenty people for live shooting.

Animator   Sydney Vivid Show   Project   2019
Collaboratively created one short stop motion animation video for the opening events for the annual largest lighting show in Sydney, Australia.

Video Editor   China Central Television Channel   Intern   2019
Edited the 2019 annual special food program series 'Tastes of Hometown' , collaborated with the Lead Editor on the post-production of two original studio footage. Produced post-production template in AE and PR.

Awards & Recognition

BIPOC Film Festival   2022
The collaborative animation project in a two members team, worked as animator, also responsible for rigging and lighting. 'Love Yourself' has been selected to screen in festival.

SideFX Gallery Entry 2023-2024
Bergen Landscape, Procedural Landscape, Conveyor belt with cartons, Light Bulb, Disintegration Effect.

SCAD Achievement Scholarship, International Student Scholarship, Student Recognition Scholarship.

Professional Skills

Environment
Set Extension
FX Simulation
Procedural Modeling and Textures
Material Library Build Up
Optimization
Python & VEX
OSL Language

Software Skills

Houdini
Maya
Nuke
Substance Designer
Substance Painter
Unreal Engine 5
Zbrush
Photoshop
After Effects