



Yanni He

CG Generalist

Education:

M.A in Visual Effects
Savannah College of Art and Design
2022 - 2024

B.A in Animation Design
University of Technology Sydney
2018 - 2022

Software:

- Houdini
- Maya
- Nuke
- Substance Painter
- Substance Designer
- Unreal Engine 5
- Adobe Photoshop

Skills:

- Look Dev
- FX Simulation
- Environment/Set Extension
- Procedural Modeling
- Procedural Textures
- Assets Optimization
- Python & VEX

Contact:

www.yannihe.com
cyneehyn@gmail.com

Experience:

Environment Artist | Sep 2024 - Until Now
REBECCA EVERLENE TRUST COMPANY

- Develop models and textures based on PBR workflow for Landmarks video game.
- Optimize low-poly models and textures.

3D Artist - Contract | Oct 2024 - Until Now
Zach D Films

- Craft captivating 20-45 second 3D clips, produce high-quality 3D animations.
- Develop textures, lighting, FX and animation, ensuring the delivery is align with the producer's requirement.

CG Generalist - Intern | June 2024 - Sep 2024
Harbor Picture Company

- Developed photorealistic vehicle and building models, textures and shaders, matching lighting and materials to the live-action footage for commercials.
- Collaborated closely with supervisors and other departments to develop CG creative projects for social media, developed FX R&D, Look dev, matching live shooting.
- Participated in regular meetings and gathered feedback to refine.

FX Artist - Mentorship | Jan 2024 - Mar 2024
Harbor Picture Company X SCAD

- Collaborated with the team to produce a short CG video for commercials.
- Developed FX R&D and 3D previs.
- Weekly check-in and gathered feedback from mentors.

Awards & Scholarship:

Rookie Awards 2024 Rank A & Draft Selection
BIPOC Film Festival 2022 Selected Movie
SCAD Achievement Scholarship, International Student Scholarship, Student Recognition Scholarship.

