



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:

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

Contact:

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Experience:

CG Generalist - Intern | June 2024 - Present:
[Harbor Picture Company](#)

- Developed photorealistic vehicle and building models, textures and shaders, matching lighting and materials to the live-action footage.
- Collaborated closely with supervisors and other departments to develop CG creative projects.
- 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.
- Developed FX simulation and 3D previs.
- Weekly check-in and gathered feedback from mentors.

CG Generalist - Workshop | Nov 2023 - Mar 2024
[MAKE](#)

- Independently creating an animation for social media posting, was responsible for all process including brainstorming, modeling, look dev and FX.
- Monthly check-in, get mentorship and constructive critique from artists.

Awards & Scholarship:

Rookie Awards 2024 Rank A & Draft Selection

BIPOC Film Festival 2022 Selected Movie

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

Languages:

- English
- Mandarin

