



# CICI ZHENG

## VFX ARTIST

323.304.6030.  
Studio City, CA  
www.xcczheng.com  
xcc.zheng@gmail.com  
linkedin.com/in/xcczheng

## PROFILE

I am a VFX artist and Houdini generalist, focusing on creating stylised animated effects through the use of technical procedural workflow. I love to utilise my skills to effectively support the rest of the team in storytelling. I like challenges and problem-solving, and I am excited to join a team of passionate artists to create magic on screen.

## SUMMARY OF SKILLS

### Dynamic Simulation / Effects

- Ability to use Pyro, Particles, Flip fluids, Rigid Body Dynamix, Vellum, MPM and other procedural effects.
- Experienced with Bifrost, Kuakatowa, and Particle in Maya.
- Experience in both Niagara and Houdini for Unreal Engine projects.

### Effects Integration, Rendering & Compositing

- Ability to light, texture, and integrate realistic effects into live action sequences.
- Using customised shaders and manipulating timing to create various stylised effects.
- Experience rendering in Karma, RenderMan, Redshift, Vray, and Arnold.

### Tool Building & Procedural modeling

- Efficient in building assets procedurally and turning them into user-friendly tool on demand.
- Proficient in building and look-develop scalable environments using Houdini Highfields.

### Collaboration & Flexibility

- Driven and passionate in work environments, determined when facing challenges.
- Unafraid to share feedback in group discussions and able to take in advice and apply notes quickly.
- Able to pick up new software quickly and apply it to new pipelines, and always eager to learn and grow.

## EDUCATION

### Gnomon School of Visual Effects, Games & Animation

North Hollywood, CA, USA  
Character Rigging for Production  
January 2026 - March 2026

### Gnomon School of Visual Effects, Games & Animation

North Hollywood, CA, USA  
BFAs in Digital Production  
April 2022 - June 2025

### Academy of Interactive Entertainment

Ultimo, NSW, Australia + Online distance study  
3D Animation Foundations - CUA20220  
April 2021 - Oct 2021

## SOFTWARE & SKILLS

### FX / 3D Skills

Houdini  
Maya  
Unreal Engine  
HDA / Tool Building  
USD Pipeline

### Programming / Scripting

Houdini VEX  
Maya MEL  
Python

### Rendering

Karma  
RenderMan  
Vray  
Arnold  
Redshift

### Compositing

Nuke  
DaVinci Resolve  
Adobe After Effects

### Additional Software

Procreate  
Adobe Creative Suite  
Microsoft Office Suite

## AWARD/ RECOGNITION

### Gnomon Best of term - Winter 2025

Animation and Scene

### The Gnomon Scholarship Award for Artistic Excellence 2022

## LANGUAGES

English/Fluent  
Mandarin/Native

## INTERESTS

Travel & Adventure activity,  
2D&3D Puzzle, Ice Skating,  
Snowboarding