C

Cici Zheng
VFX ARTIST

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PROFILE

I am a VFX artist, 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 bring magic to life.

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

AWARD/ RECOGNITION

Gnomon Best of term - Winder 2025
Animation and Scene

The Gnomon Scholarship Award for Artistic Excellence
2022

LANGRUAGES

English/Fluent
Mandarin/Native

Interests

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