

Brandon (Boyang) Yu - Effects & CFX

brandonyu.art

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I am a Character Effects and Digital Garment Tailoring specialist. I am proficient in Houdini Vellum, Xgen and Marvelous Designer. In addition to my 3D skills, I am pursuing a certification in Software Engineering, with a focus on the Python scripting language. Please check out my website for my works: brandonyu.art

EDUCATION

School of Visual Arts, New York, NY May 2021

BFA Computer Art, Computer Animation and VFX

- Courses include VFX HOUDINI FX, CHARACTER FX I, ADV RIGGING, 3D DIGI SCULPT

Pasadena City College, Pasadena, CA May 2017 & present

AA Studio Arts

- CIS - Software Development - Certificate of Achievement - Courses include Python, C++, Java
- Semester Abroad in Florence Italy - 2016

SKILLS

Effects - Houdini

Grooming - Xgen (Core & IGS), Yeti, Houdini

Rigging - Maya

Modeling - Zbrush, Maya, Marvelous Designer

Texture - Mari, Substance Painter

Compositing - Nuke, Fusion

Realtime - Unreal Engine

Scripting - Python, Houdini VEX (Basics)

WORK EXPERIENCE

Marvelous Designer - CLO Virtual Fashion Inc. CA, USA July 2021 - Present

3D Generalist / Community Manager

- Design and Creation for MD promotional materials as a in house 3D Generalist
- Trainer for corporate trainings, Studio and School tours speaker, and online seminars
- Published Articles for SIGGRAPH 2022 Sponsor Blog and Nvidia Omniverse workflow Blog
- Guest speaker at Unreal Fest Shanghai 2024 and ZBrush Summit 2023

Revenant TV. Remote

April, July 2022; July 2023

Freelance CFX Artist

- Oakley Future Genesis Trailer (2023) - All cloth simulations
- Iron Sail Trailer (2022) - Worked on zipper zip-up effect
- Safia Water Commercial - Cloth modeling and simulation for main character's dress dancing in water

Yacht Club LLC. NY, USA

February 2020 - May 2020

Simulations Intern

- Work with Houdini to create various different cloth and fluid simulations.
- Collaborate with in-house Creative Director and Head of Production to create production ready assets

School of Visual Arts. NY, USA

September 2018 - May 2020

Computer Art Department Lab Assistant

MENTORSHIP

Blue Sky Studios

June 2020 - August 2020

Character Simulation Mentee

- Mentored by Natalie Homewood for Cloth and Hair Simulation

VOLUNTEER EXPERIENCE

SIGGRAPH 2018 & 2019 & 2020 & 2021

August 2018 & 2019 & 2020 & 2021

Student Volunteer

ANNY Best of Fest - 2018, NY

October 2018

Volunteer

AWARDS

- Winner - Rookie award Career Opportunities - Important Looking Pirates
- MDC Lost Civilization Contest Finalist
- School of Visual Arts Term Honor for Fall 2017 & Fall 2019

INTERESTS

Scuba Diving, Skiing, Theatre, Travel