

EDUCATION

3Dsense Media School

3D VISUAL EFFECTS & ANIMATION (2018-2019)

- Recreated Godzilla movie (2014)

Responsible for:

RBD	Lighting
Smoke Simulation	Layout
Dust Simulation	Camera
Building Modelling	Cinematography
Compositing	Post-Editin

- Graduate As Top VFX student

DIGITAL FILM PRODUCTION (2020-2020)

Created a Short Film in Houdini with Redshift

Responsible for:

Story Development	3D Animation
3D Previs	Software R&D
VFX	

University of Hertfordshire

BA (Hons) Visual Effects for Film and Television (2020-2021)

Created a Short Film in Unreal Engine 4

Responsible for:

Story Development	Lead Lighting
3D Previs	Layout
Cinematography	Procedural Env Generation
VFX	Art & Sound Directing
Animation	Project Management
Software/Workflow R&D	Post-Editing

SKILL

FX Simulation	Lighting
Compositing	3D Animation
Video-Editing	Photography
Colour Correction	Client Interaction
Cinematography/layout	USD Workflow

fluent in
English/Cantonese/Mandarin/japanese(ongoing)

SUMMARY

Greetings! I'm Justin, a Houdini FX Artist based in Singapore. I began my creative journey in 2018 at 3DSense Media School, and later graduated from the University of Hertfordshire in 2021.

Since then, I've been immersed in creating shorts that reflect my passion for visual storytelling. Over the past year, I've been fortunate to receive awards and showcase my work in game fairs as well as different streaming platform.

I'm committed to continual growth and am excited about crafting new projects that challenge and refine my skills.

For more, visit my website! (link provided above)

SOFTWARE

Houdini	Unreal Engine	After Effect
Davinci	Photoshop	Lightroom
Nuke	Premiere Pro	

WORK EXPERIENCE

Photographer | Magazine Designer

Singapore Armed Force - 2016~2018

During my National Service, I was assigned as the photographer and designer for their quarterly magazine. This role allowed me to attend various large-scale parades and events for photoshoots

Lead FX Artist | MultiMedia Designer

NoonTalk Media - 2023~2024

As a Lead effect artist i handle all the 3D special effects including but not limited to smoke, particles, destruction, magiacal effect, fire, water.

WORK FEATURED

The Rookie Awards 2020

Rookie of the Year | Visual Effects

-Excellence Award

-Draft Selection

Animation Exposé 2021

-Featured

Hoyoverse

- Genshin Impact 2.6 Top 10 creator Award

- HoyoFair 2023 New Year Special Program