



# WENBIN LUO

## EFFECT ARTIST

### CONTACT

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## PROFESSIONAL SUMMARY

I'm a VFX artist. From Pyro and FLIP to particle and destruction simulations, I enjoy blending technical precision with creative storytelling to bring scenes to life. I thrive in collaborative environments and am always eager to explore new techniques that push the boundaries of visual storytelling.

## WORK EXPERIENCE

**Original Force, Ltd., Nanjing, Jiangsu | December 2021 — June 2022**

vfx artist

- Contributed to the CG animation production of League of Legends: Wild Rift and Naraka: Bladepoint, focusing on creating environment smoke, drifting magical particles, and other dynamic FX elements that enhanced the mood and visual impact of key scenes.

## ACADEMIC HISTORY

**Savannah College of Art and Design | 2022-present**

MA VFX

- Focused on advanced simulation and visual effects production, with emphasis on destruction, Pyro, and particle dynamics in Houdini.

**Nanjing University of the Art | 2017-2022**

BFA media and art

- Built a strong foundation in 3D media art, including design, compositing, and motion graphics using Photoshop, After Effects, Premiere Pro, and Cinema 4D.

## SKILLS

- Houdini – Proficient (simulation, Pyro, FLIP, particle, destruction)
- Nuke – Proficient (compositing, layering, color correction)
- Autodesk Maya – Proficient (modeling, animation, shading integration)
- Python – Intermediate (tool scripting and workflow automation)
- Unreal Engine – Intermediate (camera setup, real-time rendering)