



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)