

# Eva Chan

CG Generalist | FX Artist

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## Work Experience

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### SCAD Graduate Mentor

[Savannah College of Art and Design](#)

Address academic and personal challenges for student success.  
Guide individuals in goal setting and resource utilization.

Savannah, GA  
Sep. 2023 - Present

### Freelance Film/Commercial Producer

Selected shooting locations with an emphasis on artistic and technical standards.  
Managed full production cycles within budget constraints.

Taipei, Taiwan  
Jan. 2017 – Sep. 2021

- ProArt Preset- Switch and Match Your Needs Easily [ASUS Advertisement]
- HDR Preview- Visualize Your Finished Work [ASUS Advertisement]
- Garena [App Game Advertisement]
- Taipei Music Center you are looking forward to [Promotional Video]
- COVID-19 Awareness [Government Promotional Video]
- AKB48 Team TP-TTP Festival [Music Video]
- 2019 League of Legends Master Series [Opening Video]

## Projects

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- **SCAD x Harbor Picture Company – FX Artist** Jan. 2025 – March. 2025  
Created fluid simulations for a 1.5-minute commercial.  
Optimized FX pipeline and rendering for efficiency.  
Troubleshoot technical issues and collaborated with teammates to refine workflows.
- **SCAD x The Mill – FX Artist** Sep. 2024 – Nov 2024  
Created a hero shot with pyro and particle FX in Houdini and Arnold.  
Collaborated on a CG commercial with a multidisciplinary team.  
Optimized workflows and resolved technical challenges for improved efficiency.

## Honors & Awards

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**LA Shorts Fest 2021, INDIE SHORT FEST 2021, Chicago Indie Film Awards 2020, Manhattan Film Festival 2021**

The Black Kite [Short Film] - Line Producer

**The 57th Golden Bell Awards**

Undercurrent [Short Film] - Line Producer

**2022 Taipei Film Festival**

PIT-A-PAT [Short Film] - Producer Assistant

**2021 The 43rd Golden Harvest Film Festival**

Honeymoon [Short Film] - Line Producer

## Education

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**Master of Fine Arts in Visual Effects**

[Savannah College of Art and Design](#)

Savannah, GA  
Expected Jun. 2025

**Bachelor of Arts degree in Radio, Television & Film**

[Shih Hsin University](#)

Taipei, Taiwan  
Sep. 2015 – Jun. 2019

**Skills:** Particle Effects, RBD Simulations, Pyro Simulations, Lighting, Look Development, Rendering, Compositing, Linux, Hair and Cloth Simulation, USD

**Software:** Houdini, Maya, Nuke, Unreal Engine 5, Arnold, Redshift, Mantra, Karma, Substance Painter and Designer

**Language:** English, Mandarin Chinese

