Eva Chan

CG Generalist | FX Artist

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Projects

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.

Troubleshot 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.

Work Experience

ACM SIGGRAPH Vancouver, Canada

Student Volunteer Aug. 2025 - Aug. 2025

Assisted with attendee support by providing directions, answering inquiries, greeting participants, and helping with conference operations and merchandise sales.

Savannah College of Art and Design

SCAD Graduate Mentor

Savannah, GA

Sep. 2023 - Present

Address academic and personal challenges for student success.

Guide individuals in goal setting and resource utilization.

Freelance Film/Commercial Producer

Taipei, Taiwan

Selected shooting locations with an emphasis on artistic and technical standards.

Jan. 2017 – Sep. 2021

Managed complete production cycles within budget constraints.

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

Honors & Awards

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

Master of Fine Arts in Visual Effects

Savannah College of Art and Design

Bachelor of Arts degree in Radio, Television & Film

Shih Hsin University

Savannah, GA Expected Jun. 2025 Taipei, Taiwan Sep. 2015 – Jun. 2019

Skills: Particle Effects, RBD Simulations, Pyro Simulations, Lighting, Look Development, Rendering, Compositing Software: Houdini, Maya, Nuke, Unreal Engine 5, Arnold, Redshift, Mantra, Karma, Substance Painter and Designer Language: English, Mandarin Chinese