

Eva Chan

FX Artist & CG Generalist

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SUMMARY

MFA Visual Effects graduate who bridges the full spectrum of CG production from technical simulation work in Houdini (pyro, fluid, cloth, fire, particles, RBD) to look development, compositing, and real-time VFX in Unreal Engine 5. Equally strong on the artistic side: modeling, texturing, shading, and lighting across Houdini and Maya. Before VFX, spent years as a film and commercial producer managing budgets, crews, and full production pipelines, bringing a rare understanding of how projects get made, from shoot to final delivery. Bilingual in English and Mandarin Chinese.

STUDIO PROJECTS

FX Artist · SCAD × Harbor Picture Company

Jan 2025 – Mar 2025

- ▶ Built production-ready fluid simulations in Houdini for a 1.5-minute commercial; delivered assets on schedule with optimized render times
- ▶ Troubleshoot simulation and pipeline issues in collaboration with a multidisciplinary CG team; refined workflows for efficiency

FX Artist · SCAD × The Mill

Sep 2024 – Nov 2024

- ▶ Created a hero shot featuring layered pyro and particle FX in Houdini, lit and rendered with Arnold for a CG commercial
- ▶ Identified and resolved pipeline bottlenecks; optimized simulation caching and render workflows alongside TDs and generalist artists

WORK EXPERIENCE

Student Volunteer · ACM SIGGRAPH - Vancouver

Aug 2025

- ▶ Supported operations at one of the world's premier CG research and production conferences; connected with studio artists, TDs, and recruiters

Graduate Mentor · Savannah College of Art and Design

Sep 2023 – Nov 2025

- ▶ Mentored BFA students through academic and creative challenges; guided goal-setting, time management, and resource navigation

Freelance Film & Commercial Producer · Independent - Taipei, Taiwan

Jan 2017 – Sep 2021

- ▶ Produced broadcast commercials, music videos, and government campaigns for ASUS, Garena, and Riot Games (LoL Master Series 2019 Opening); managed budgets, scheduling, and on-set coordination
- ▶ Line-produced award-winning short films screened at LA Shorts Fest, Manhattan FF, 57th Golden Bell Awards, Chicago Indie Film Awards, and 2022 Taipei Film Festival

TECHNICAL SKILLS

Houdini Simulations: Pyro · Fire · Fluid · Particles · Cloth · RBD / Destruction · Procedural Modeling

Lighting & Lookdev: Lighting · Look Development · Shading · Texturing - Houdini & Maya

Compositing: Nuke - node-based compositing, CG integration, green screen, colour grading

Unreal Engine 5: Real-time VFX · Blueprints · Virtual production workflows

3D & Render: Maya · Arnold · Redshift · Mantra · Karma · Substance Painter & Designer

Languages: English (fluent) · Mandarin Chinese (native)

EDUCATION

MFA, Visual Effects · Savannah College of Art and Design, Savannah, GA, USA

Jun 2025

BA, Radio, Television & Film · Shih Hsin University, Taipei, Taiwan

Jun 2019