

Aberdeen (Zishan) Shang

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∴ FX Artist. Real-time VFX Artist. Unreal/Houdini Artist

Visual Effects Work Experience

09/2023 – PRESENT REMOTE

VFX Artist

Sanzaru, an AV/VR studio at Meta

Asgard Wrath 2 - Quest only VR Epic RPG Game

2021 – PRESENT REMOTE

VFX Artist

Hi-Rez Studios

SMITE - Thrid-person MOBA game

- Mainly create **Ability VFX** for different skins in UE3

Rogue Company - Multi-player third-person hero shooter game

- Mainly create **Environment VFX** for maps and **Ability VFX** for heros in UE4

Work content Including creating **Dynamic Materials** and using **Cascade particle systems** along with **Blueprint** to create the effects

2020 – 2021 REMOTE

Freelance 3D Artist

Savor Master Corp.

Worked on a commercial animation for a coffee shop

09/2019 – 12/2019 LARKSPUR, CA

Tech Artist Intern

Epic Games

Collaborated with the Special Project team to develop a cutting-edge project for GDC 2020 / UE5 Showreel, focusing on the **Houdini to Unreal Engine** workflow and creating procedural generating **HDA Tools**

09/2018 – 11/2018 SAVANNAH, GA

Mentored Project The Mill

This project is mentored by The Mill. The goal is to integrate computer-generated vehicles and particle effects into a live-action plate.

- Worked with other three teammates together on an adventure of a miniature Twizy car in a kitchen;
- Responsibility: **RBD Simulation; FX Look Dev, Lighting, and Compositing;**

Awards

2018

GridMarkets Scholarship 2018 Third Place

With my affection to the piano, I built a piano and used the expression in Houdini to achieve all the movements of the keys. Chopin is one of my favorite composers, so I chose to make the animation match Chopin's Nocturne No.2 in E Flat, Op.9 No.2 perfectly.

2014

International Short Film Festival Jinhui Reward

My script "Lanxi" won Excellent Script

Education

2017 – 2020 SAVANNAH, GA

Visual Effects | MFA

Savannah College of Art and Design

2016 – 2017 SAVANNAH, GA

Film and Television | (Major Transferred)

Savannah College of Art and Design

2011 – 2015 BEIJING, CHINA

Practaculture Science and Turfgrass

Management | Bachelor of Agriculture

Beijing Forestry University

Visual Effects Skills

Realtime VFX # Unreal Engine # Houdini FX
Houdini Procedural Modeling # Embergen
NukeX # Maya # Substance Painter
After Effects # Photoshop