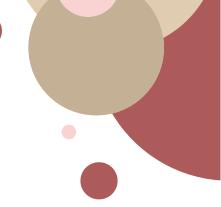
# Aberdeen (Zishan) Shang

Phone number: 912-257-3916 E-mail: aberdeenshang@gmail.com Web: www.aberdeenshang.com

**Artstation:** https://www.artstation.com/aberdeenzssss .: 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

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**

# GridMarkets Scholarship 2018 Third

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



### 

2017 - 2020 SAVANNAH, GA

Visual Effects | MFA Savannah College of Art and Design

2016 - 2017 SAVANNAH, GA

Film and Television | (Major Transfered) 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