Tian(Ocean) Qiu

Senior VFX Artist / Houdini FX Artist/TD

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CONTACT

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PORTFOLIO

○ **Film/TV VFX Reel :** Vimeo.com/oceanqiu
○ **Website :** oceanqiu.com
○ **Artstation :** artstation.com/oceanqiu

EXPERIENCE

Senior VFX Artist
2021.03-present

VFX Artist
2020.10-2021.03

Deviation Games
- Unreal Real-time Visual Effects for gameplay and in-game cinematic
- NDA AAA project

Procedural Artist
2020.08-2020.09

Parallel Domain
- Produce the procedural residential areas of the city in Unreal, in order for Electronic Vehicle's AI to be trained in 3D world
- Write distribution rules/algorithms for placing the city's assets from PD library, mainly using VEX.
- Input the Open Street Map data, and output the points with attributes and polys. Create HDAs to fit into the existing procedural city production pipeline.

Houdini FX TD
2018.11-2020.05
(pandemic)
2020.08-2020.10

Encore VFX (Company 3/Method, Framestore)
Houdini Visual Effects for DC/CW Television
Houdini Visual Effects for Netflix Television

Netflix show: Virgin River
DC/CW：

Flash - Season 05 06	Super Girl - Season 04 05
TiTan - Season 02	Doom Patrol - Season 01
Batwoman - Season 01	Arrow - Season 07
Black Lightning - Season 02	

Film: Boss Level (2019)
CBS: Seal Team Season 02

-Creating Fire, Water, Explosions, Destruction, Dust, Blood, Magical Energies, Guts and meat, Fog, Residual Smoke, Negative Spirit, sparks etc per shot's request and notes, for total 400+ shots

FX Artist (Intern)
2017.06-2017.09

Digital Domain China
- RnD particles fx based on per-shot concept art references and requirement notes for Television.

EDUCATION

**BACHELORSE
OF FINE ART DEGREE**
2014-2018

Academy of Art University, San Francisco CA
Academy major: Animation and Visual Effects.
Academy focus: Dynamic simulations. Lightings.

EXPERTIES

Unreal Engine
Houdini
Niagara/Blueprints
C++/HLSL
Python/VEX/MEL
Substance Suite
Adobe Suite

Procedural Realtime Assets
(from asset to system: city, interior)
Realtime AAA Visual Effects
Houdini Effects for TV and films
(Volumetric, Water, Destruction)
C++/Python Pipeline TD
PBR Lighting / Raytracing /
Raymarching / HLSL

Tutorials

80 Level
Creating Ocean Waves VFX in Houdini

Youtube
Houdini Ocean - Spaceship Rise from Underwater - Scene File Walkthrough