

Diana Li

Houdini FX Artist

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OBJECTIVE

Opportunity to grow as an artist while further develops my skills in creating photorealistic digital effects.

EXPERIENCES

- April 2014 - Present **FX TD** – *Prime Focus World*, VANCOUVER, CANADA
Various effects for multiple movies.
- Dec 2013 – March 2014 **FX TD** – *MPC*, VANCOUVER, CANADA
Godzilla – Creating water simulations, splashes, and various ocean effects.
- Aug 2013 – Nov 2013 **FX TD** – *Double Negative*, LONDON, UK
Thor: The Dark World – Created secondary water splashes and foam
- Non-disclosed pitch project**
- June 2011 – April 2013 **FX TD** – *Rhythm & Hues*, LOS ANGELES, CA
Percy Jackson: Sea of Monsters – Created water simulation, splashes, foam, and various ocean effects; made volumetric effects of swirling winds.
- Life of Pi** – Generated ocean effects including splashes and whitecaps; setting up OTLs for splash generation and maintained OTLs for fish hits and fish scales.
- Jan 2011 – May 2011 **FX Artist** – *Digital Domain*, LOS ANGELES, CA
Transformers: Dark of the Moon – Generated various effects elements including smoke plumes, tracers, fire, engine thrusters, heat distortion, and building destructions.

SOFTWARE

Houdini, Nuke, Storm, Flowline

SKILLS

Particle effects, fluid simulation, RBD simulation, volumetrics, OTL (Tool) creation

EDUCATION

- 2009-2010 **Bournemouth University** – BOURNEMOUTH, UK
MA, Digital Effects with Merit
- 2006-2008 **Savannah College of Art and Design** – ATLANTA, GA
BFA, Visual Effects, Animation Minor

AWARD

- 2013 Best Visual Effects – *Life of Pi* – *Rhythm & Hues*, 85th Academy Awards, Los Angeles, CA
2010 Best Art Direction – *Athena* – *Bournemouth University*, Landcrab Film Festival, Bournemouth, UK

REFERENCES

- Andrew Paules** FX Artist – Blizzard Entertainment
Mårten Larsson CG Supervisor – Digital Domain
Frank Du Senior Cinematics TD I – Blizzard Entertainment