

Kyle Lin

(Ching-Chia)



Houdini FX TD

Education

- Savannah College of Art and Design
Bachelor of Fine Art in Visual Effects 2020 - 2023
(Savannah, GA)
- Shoreline Community College
Associate of Art 2017 - 2019 (Seattle, WA)

Work Experience

- Junior CG Artist at Frame 48
June 2024 - Present (LA)
 - Support in CG and Compositing tasks such as rigging, animation, Look Dev, and with specialty in FX and pipeline.
- SideFX Education and Training Intern
July 2023 - December 2023 (LA)
 - Create Houdini educational content such as tutorials and example files, and work on personal projects.

Projects

- SCAD x The Mill (March 2022 - June 2022)
A collaborative project with 3 other artists to create an AD. Responsible for making the particle portal effect.
- Carved in Stone (December 2022 - March 2023)
On-set VFX Supervisor Assistant, and FX artist for sword-shattering FX shot.
- The Ultimate Choice of Issac (January 2024)
This is a senior thesis film. I was one of the FX artist. Responsible for 2 disintegration shots.

Leadership

Shoreline Community College

- Swimming Club - Vice President
My team and I held several swimming competitions and swim practices, and field trips to water park and Ice Skating.
- Vocal Association - Event Planner
My responsibilities included planning events with other officers. The events included singing competitions, an acapella group, and several quarterly club karaoke.

Contact

- (912) 344 1599
- kylelinvfx@gmail.com
- kylelinvfx.com

Software

- Houdini (Mantra / Solaris / Redshift)
- Maya
- Blender
- Premiere Pro
- Illustrator
- Microsoft Suite
- Nuke
- Unreal Engine
- Photoshop
- Substance Painter
- Procreate

Languages

- Python
- VEX
- OSL
- English
- Mandarin
- Taiwanese
- Cantonese

Technical Skills

- Procedural Modeling
- RBD/Vellum
- Shading
- Compositing
- Video/Sound Editing
- Particle/Pyro/Fluid
- Crowd
- 3D Modeling
- Lighting
- 2D/3D Animation

Awards

Savannah College of Art and Design

- Dean's List 2020 - 2023
- SCAD Achievement Honor Scholarship