**Xian Guan - FX TD**

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I am a **Canadian** (Permanent Resident) **FX Technical Director** specializing in feature film effects created in **Houdini**. Currently I’m working at Digital Domain Vancouver as an FX Artist.

**Career History**

Shot responsibilities available upon request

**Digital Domain (Vancouver)**

Effects Artist (2018.11 – now)

***Avengers: Endgame*** (2019)

**Sony Pictures Imageworks (Vancouver)**

FX TD Associate (2018.2 – 2018.8)

***Smallfoot*** (2018)

**Double Negative (Vancouver)**

FX TD (2016.11 – 2018.2)

***Annihilation*** (2018)

\****Blade Runner 2049*** (2017)

***Pacific Rim: Uprising*** (2018)

***Godzilla: King of the Monsters*** (2019)

\*Winner of 2018 Oscar Best Achievement in VFX & BAFTA Best Achievement in Special VFX

**Purdue School of Engineering and Technology IUPUI (U.S.)**

Full Time University Lecturer (2013.8 - 2015.5)

Part-time Faculty (2013.5 - 2013.6)

Teaching 3D Generalist courses and web development

**Misc.**

**2016 Reel featured on SideFX Houdini Official Website**

**CGSociety CG Choice Award**, cgsociety.org

**CGHUB Gold Award and Editor’s Pick**, cghub.com

**3DTotal Excellence Award**, 3dtotal.com

**SIGGRAPH Student Volunteer**, SIGGRAPH 2012

**Technical Background**

**Houdini Effects Skills**

* FLIP, pyro, RBD, crowd, wire simulation
* procedural geometry and animation (CHOPs) setup
* Mantra shading and rendering

**Software Packages & Programming Languages**

Houdini, Python, Nuke, Linux, Shotgun, Maya, MEL, V-Ray, Katana, Arnold, Clarisse, Zbrush, 3ds Max

**Additional Skills**

Maya Hair & nCloth, Organic Modeling in Maya/Zbrush, UV Unwrapping & Texturing, C, C++, C#, Unreal UDK

**Education**

**Lost Boys School of VFX**, Vancouver, BC, Canada, 2015.9-2016.9

Effects Technical Director (FXTD) Program

**Indiana University**, Indiana, U.S., 2010.8-2012.12

Master of Science in Media Arts and Science

**Harbin Institute of Technology**, China, 2006.9-2010.7

Bachelor of Arts in Digital Media

**Reference**

Available Upon Request