

# 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