

Yunrui (Michael) Sun

FX Artist

bulletproofhelmet@gmail.com/particlevfx@gmail.com

+1 778 990 9877

Summary

FX artist experienced in creating effects such as explosions, destruction, dust, sand, smoke, fire, also dynamic simulations including rigid body and realflow. Also compositing experience with nuke.

Goal is to obtain a job in the related field and advance my career as an FX artist.

Specialties:

particles, dynamics, simulation, 3ds max, maya, blastcode, nuke, photoshop, realflow,

Experience

- **FX artist**

 - **Freelance**

 - October 2008 — Present (3 months)

 - Freelance FX artist

- **Visual effect Artist**

 - **Authority FX Inc**

 - May 2008 — August 2008 (4 months)

 - Freelance artist, worked on Fire from Below and Pearblossom, generated elements of sand, fire, explosions, underwater explosions derbies, particles, smoke, dirt to be integrated into shots, also animated a flying fireball.

- **CG artist**

 - **Super78**

 - October 2007 — October 2007 (1 months)

 - Freelance vfx work on BEN 10: RACE AGAINST TIME. Generated particles, fire, explosions, to be integrated into shots

Education

- **Vancouver Film School**

Diploma, 3d animation and visual effect, 2007 — 2008

- **A.Y. Jackson Secondary School**

High school diploma, 2004 — 2007

Honors and Awards

Nominated for VES award in Outstanding Visual Effects in a Broadcast Miniseries, Movie or Special for work on BEN 10: RACE AGAINST TIME

Interests

Technology, gadgets, gaming, photography, movies, music, art in general, swimming

Reference upon request