



## JEREMY FUNG

fx artist

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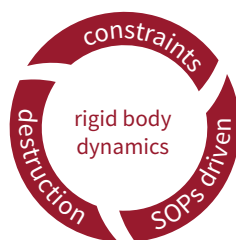
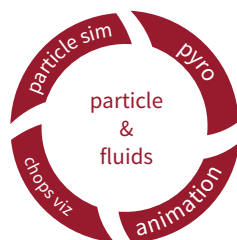
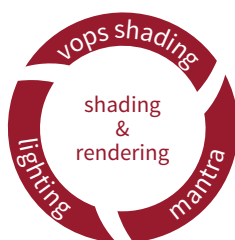
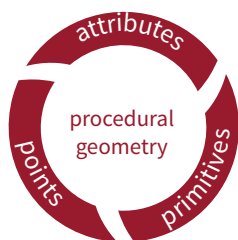
### 01

profile

Having gone Houdini FX TD program at Lost Boys, my knowledge extends across several 3D disciplines, such as particle simulation and rigid body dynamics. By being in such an environment, I was able to receive constructive feedback and update my work accordingly. The reference-driven workflow allowed me to develop my attention to detail, while shot-based projects provided me with the ability to develop problem-solving skills.

### 02

toolset & attributes



auxiliary skills | videography | graphic design

### 03

education

#### LOST BOYS - SCHOOL OF VISUAL EFFECTS

Effects Technical Director Diploma | may- dec 2015

#### INTERACTIVE ARTS AND TECHNOLOGY AT SFU

B.Sc with a concentration in media arts | 2010-2014

### 04

work experience

#### SFU LIBRARY TECHNICIAN

SFU Surrey | may 2014 - april 2015

Processed fellow student's requests and inspected the status of the various equipment. This allowed me to improve my customer service and perception.

#### FREELANCE DESIGN AND VIDEOGRAPHY

2011-2014

Various freelance to volunteer poster/video gigs.

### 05

interest



Narratives are, in all media forms, a great source of inspiration and learning pleasure



Film has always captivated and inspired me to create art.



Creating realistic 3D art by deceiving the eye is a fun and challenging process.



History shows us the uniqueness of how civilization developed.