

caius wong

SENIOR CG VFX/GENERALIST ARTIST

PROFESSIONAL PROFILE

I am a senior 3D artist with over 17 years experience. My skills have transferred over several industries: Gaming, Web, Commercial, TV/Film. This has allowed me to develop my skills further and have unique insights and experiences with agencies, production houses and other clientele. I am determined and enthusiastic looking for new challenges to further growth.

CONTACT

DEMO REEL.

<https://youtu.be/sVxUq-HnA5s>



WEBSITE

<https://chaoticflux.com>



EDUCATION

BACHELOR OF FINE ARTS.

Northern Illinois University | 2001.
DeKalb, IL.

TECHNICAL SKILLS

3D Studio Max.

Tyflow.

Thinking Particles.

Substance Painter.

Phoenix FD.

FumeFX.

Ornatrix.

Storm.

VRay.

Zbrush.

Adobe Photoshop.

PROFESSIONAL EXPERIENCE

3D SENIOR FX ARTIST FREELANCE

2021 - 2023

ScanlineVFX

//-- film & television

New York, NY, USA

Senior 3D FX artist working with FX supervisors and directors to create visual effects for film and streaming shows

- *The Gray Man (film)* - Plane destruction simulation
- *Moonfall (film)* - Tree simulations, boats sim interacting with water, snow debris animation
- *The Adam Project (film)* - lab destruction scene
- *TBA other projects*

3D SENIOR ARTIST CG SUPERVISOR VFX/Generalist

2016 - 2021

3D SENIOR ARTIST FREELANCE VFX/Generalist

2014 - 2016

FUSEFX

//-- television & film

New York, NY, USA

Supervising a team of CG artists and implementing direction, workflow and methodologies to completion for broadcast, cable and streaming network shows

- *VFX artist (smoke/fire/destruction) and Cloth/Hair Dynamics*
- *CG Generalist (model, lighting/shading, animation, rigging)*
- *creating shot breakdown cost/bids for shows to be awarded*
- *Responsible for a team of up to 9 CG artists' development and creative production to work along side 40 2D compositors*
- *Oversee artist assignment and time management per show*
- *Interact/supervise shows with our LA and Vancouver locations*
- *Supervise up to 6 shows simultaneously*
- *post-production/client interactions*
- *HBO, Amazon, Netflix, Quibi, CBS, NBC, FOX, ABC*
- *- Example Shows: Luke Cage 1/2, Punisher 1/2, Prodigal Son Walking Dead, The Good Doctor, Flight Attendant, tba*

3D SENIOR ARTIST FREELANCE

2009 - 2020

VISUAL GOODNESS //-- web

New York, NY, USA

3D Lead freelance artist working with the design and interactive web company.

- *CG Generalist (model, lighting/shading, animation, rigging)*
- *Conceptualize artwork and CG Designs/assets with directors*
- *Wide-ranging work creating CG banners, animations and bumpers*
- *Manage cloud rendering to compositing*

caius wong

CG VFX/GENERALIST

EXPERTISE / SKILLS

- VFX Smoke/Fire/Particles •
- Hair/Fur Dynamics •
- Cloth Dynamics •
- Lighting •
- Modeling •
- Animation •
- Rigging •
- Texture/Shading •
- Creativity •
- Leadership •
- Project Cost Analysis •
- Project Management •

ACHIEVEMENTS

DAVEY AWARD

Silver Davey Award / .Film.Video.Music | 2013

De La Soul "Get Away"

VES AWARD NOMINATION

Outstanding Visual Effects in a Photoreal Episode

"Survive" | 2020

PROFESSIONAL EXPERIENCE (CONTINUED)

3D SENIOR ARTIST FREELANCE

2009 - 2019

1st AVE MACHINE
//-- commercial
New York, NY, USA

TRANSISTOR
//-- web & commercial
New York, NY, USA

DOMANI
//-- web
New York, NY, USA

PHOSPHENE
//-- tv & film
New York, NY, USA

PARACHUTE
//-- commercial
New York, NY, USA

BUCK
//-- commercial
New York, NY, USA

LAIR
//-- commercial & music vids
New York, NY, USA

EYEBALL
//-- commercial
New York, NY, USA

PANDA PANTHER
//-- gaming cinematic
New York, NY, USA

DIGITAL KITCHEN
//-- commercial
Chicago, IL, USA

DDB NY
//-- web
New York, IL, USA

3D Lead freelance artist working with several different production studios ranging from web design, agencies and post houses. Created branding assets for web related content, commercials for broadcast and visual effects for video game cinematics and film.

- * 1st Ave: - VFX artist (smoke/destruction) & Cloth Dynamics
 - CG Generalist (model, lighting/shading, animation & rigging)
 - Creating concept CG art for 3D bidding purposes
 - Managed/Lead freelance/staff teams on projects
- * CG Generalist (model, lighting/shading, animation, rigging)
- * De La Soul: - "Get Away" music video (all CG visual effects)
- * TRANSISTOR: - Cognizant commercial
 - Chevrolet and Porsche web
- * PARACHUTE: - Chrysler commercial
 - Navy commercial
- * PHOSPHENE: - The Fifth Estate film (tracking, visual effects)
 - Shanghai film (visual effects)
 - The Europa Report (visual effects)
- * BUCK: - Expedia commercial (modeling)
 - Anoro commercial (modeling)
- * PANDA PANTHER: - Skylanders 2 (Cinematic scenes)
 - model, shade, 3d studio Max, Maya
- * LAIR: - "Wait For a Minute" music video (animation & lighting)
 - "Gettysburg" History Channel commercial
 - "Cedar Fair" commercial
 - "Weis" commercial
- * EYEBALL: - "The Source" commercial
 - "Bioshock" game commercial

3D INTERMED ARTIST STAFF

2006 - 2007

BIG SPACESHIP
//-- web
New York, IL, USA

3D artist creating web assets for interactive websites and CG models and animated sequences for interactive Flash games

- * CG Generalist (model, lighting/shading, animation, rigging)
- * Creating animations for film Flash games
 - Examples: Spiderman 3, James Bond 007, 30 Days
- * Worked with art directors developing CG assets optimized for web playback

REFERENCES

AVAILABLE UPON REQUEST