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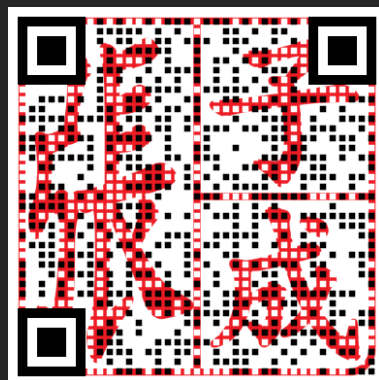
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William Teoh

Senior Houdini & Vfx Artist
(Technical Houdini & Unreal)



Website QR

Brief Intro

With over 7 – 8+ years of experience in the creative industry, I've developed strong technical and procedural expertise across VFX films, triple A games, mobile games, and VR projects. I've worked in both independent and outsourcing studio environments, gaining a broad perspective and adaptable skill set.

Passionate about the artistic side of the industry, I'm always eager to explore new ideas, embrace creative challenges, and continue growing in my craft.

Work experience



Senior Houdini Artist | DPS Games, UK
| Apr 2024 – Current

- Houdini Procedural Tech tools for UE5



Senior Vfx Artist | Climax Studios, UK
| Mar 2023 – Mar 2024

- Houdini to Niagara, Niagara Vfx & Bp, HDA tool in UE5



Generalist Tech Artist | Figment Productions, UK
| Nov 2021 – Mar 2023

- Houdini to Niagara Crowd Fx, UE5 mat & Niagara fx, HDA generator tool



Houdini Vfx Artist | Omens Studio, Msia
| Feb 2019 – May 2020

- Houdini Vfx Simulation: Vellum grain, Fluids, Pyro, RBD, Particle



Game Art Lecturer | Arte Academy, Msia
| Aug 2016 – Sept 2017

- Mentor & teach game art using Houdini, maya, Zbrush & Substance Painter workflow



3D Game Artist | Lemonsky Studio, Msia
| Apr 2013 – Aug 2016

- Environment asset, character costume asset, organic creature sculpting
- Texture with substance painter, PBR workflow in UE4 & Marmoset

Qualification



Bournemouth University, UK | Year 2020 – 2021
MA in Digital Effects



UniSA with Rising Sun Pictures, AU | Year 2018 – 2019
Postgraduate in Dynamic Effects & Lighting



IAC College, Msia | Year 2010 – 2013
Diploma in Creative Multimedia

Project Exposure

Games

- Magical castle 2 (Disney & Bandai Namco)
- Gears of War 4 (Coalition)
- WWE 2017 & 2018 (2K Sports)
- Suicide Squad (Warner Bros)
[Sunset Project]
- Various mobile games
- Exodus (Archetype Entertainment)
- Steel Hunters (DPS / Wargaming)
[Sunset Project]



Vfx

- Circle Line (Singaporean CGI movie)
- Various small commercial ads Vfx



VR

- Gun Power Plot VR immersive experience
- Flying Scotsman VR experience



Software

- Houdini ➤ Experienced
- Unreal Engine ➤ Semi-Advance
- Substance Painter ➤ Advance
- Photoshop ➤ General
- Redshift ➤ General
- Zbrush ➤ General
- Nuke ➤ General
- After Effects ➤ General
- Illustrator ➤ General
- Maya ➤ Legacy
- Vray ➤ Legacy

Hard Skills

- Procedural Modeling - Houdini
 - Uvs / Procedural UVs
- Vfx Simulations - Houdini
 - Volume, Fluids, Rbds, Vellum, Particles
- Vfx Real-time – Unreal 5
 - Material vfx, Bp vfx tools, Assets Bp tools
- 3D Geo Manipulation - Houdini
- Texturing (general)
- Lighting / Rendering (general)
- Compositing (general)

Language

- English
- Chinese
- Malay

Source control exposure

- Perforce (P4V)
- Git source tree
- Fork
- Jira

Work Credits

Click link below

- <https://willfxtzs.wixsite.com/artrealm/copy-of-digital-paintin-page>

Private Video Reel Links *(for recruiter viewing purposes only)*

Year 2022 Vfx Reel

- https://youtu.be/kINk_Wb9D0Q

Circle Line – Singapore creature CGI movie reel

- <https://youtu.be/SJ3YZNYymJI>
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