Alvin (Jiaxiang) Li

Pittsburgh, PA
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3D Generalist & VFX artist forging vivid stories by building immersive environments and crafting dynamic effects. Skilled in 3D modeling, simulation and real-time FX, compositing, and computer graphics. Efficient problem-solver who integrates artistic and technical skills to innovate and excel in visual storytelling.

Education

Master of Entertainment Technology M.E.T. August 2025 – May 2027
Carnegie Mellon University

Bachelor of Animation & Visual Effects B.S. August 2021 – May 2025
Purdue University GPA: 3.90/4.0
Computer Science Minor, Cornerstone Certificate

Professional Experience

Real-time VFX Asset Artist September 2024 – Present
Black Sawn Studios
- Building aesthetically pleasing and performance-efficient VFX assets in Unreal Engine for Worlds Collide, a real-time strategy game developed with assistance from Noor Amin, a professional game designer.
- Producing real-time smoke, explosions, electricity, destruction FX using Niagara in collaboration with art team.
- Working on asset integrations with programming and design team members.

VFX Artist Intern May 2024 – January 2025
Humanity Media & Entertainment: At the Moment & Unlocked
- Collaborated with another VFX artist to compile Rip-O-Matic for film project with Premiere Pro.
- Edited, created VFX, and composited company's post-production project with After Effects.

VFX Artist, Compositor October 2023 – October 2024
Viento Studios: Misty Dream
- Created color corrections, lighting and particles in After Effects.
- Worked alongside animators and compositors to provide optimal rendition of emotions for various scenes.

Part-time Video Editor October 2022 – April 2023
Shenzhen Lieliu Media Co., Ltd
- Sifted raw footage and composited VFX elements into videos. Edited footages recorded by content creator Alan Shao.
- Discussed themes, atmosphere, and editing styles for each video. Final products uploaded on various websites.

Skills

- **Houdini | Maya | UE | Unity | Zbrush | After Effects | Adobe Photoshop | Substance Painter/Designer/Sampler**
- **Python | Java | C++ | OpenGL| MATLAB**

Projects

3D Arts, FX, Modeling, Lighting, and Compositing
- Mock Houdini Vellum & RBD interactions by extracting transformations and replacing vellums with stiff objects.
- Complete procedural building with central control parameters made using references, VEX, and Python coding.
- Interior modeling in Maya with procedural/photogrammetric textures and lightings. Experience with tools.
- Photorealistic compositing of CG elements such as animated animals, digital effects, RBD destruction, and Pyro FX.

Coding
- Custom grid-based fluid simulation system in OpenGL using FreeGLUT and GLM.
- Raytracing, procedural L-system, and texture mapping in OpenGL.
- Customizable Conway Game of Life in C++ with multiple initialization and in-game options.
- Particle simulation driven by Chladni mathematical functions to simulate vibration patterns of different sound frequency.