SHARON SHAN

VISUAL EFFECTS ARTIST

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SKILLS

- Particle & Simulation Workflows
- Lighting and Rendering
- Compositing and Matchmoving
- Motion Capture Pipeline
- Vicon Shōgun Operation
- Digital Asset Creation
- Digital Sculpting
- Character Rigging
- Real-Time Engine Rendering
- On-Set Data Capture Fundamentals
- Color Managed Workflows
- Shot Tracking & Preparation
- Time Management & Delivery
- Team Collaboration

VFX PROJECTS

Academic & Personal Work

- Jet Fighter Flyby
- Dragon Sculpt
- Deer Structure Study
- Fantasy Character Rig
- Lotus Pond Scene
- Medieval Throne Room

SOFTWARE

- Houdini, Nuke
- Maya, Unreal Engine
- MotionBuilder, Blender
- ZBrush, Rhino
- Adobe After Effects, Photoshop
- Vicon Shōgun
- Linux / macOS / Windows

EDUCATION

Savannah College of Art and Design

B.F.A. Visual Effects
Expected Graduation: 2027

STUDENT VFX EXPERIENCE

VFX Artist

Jet Fighter Flyby | SCAD Class Project
Savannah, GA — Jan - Mar 2026

Created a jet fighter asset and cinematic flyover in Maya and Unreal Engine, including environment setup, camera animation, lighting, atmosphere, terrain rendering, and CG integration.

3D Modeler & Texture Artist

Dragon Sculpt | SCAD Project
Savannah, GA — Oct - Dec 2025

Sculpted a detailed dragon in ZBrush with scales, anatomy, and silhouette refinement; prepared and exported assets for Maya and Unreal Engine.

Rigging Technical Artist

Fantasy Character Rig | SCAD Rigging Project
Savannah, GA — Sep 2025

Built a Maya character rig with IK/FK, deformation, and animation controls; prepared a motion-capture-ready setup for Unreal Engine.

Motion Graphics Artist

Deer Structure Study | Personal Project
Savannah, GA — Aug 2025

Created a wireframe deer in Maya and Blender; developed procedural materials, rigging, camera animation, and real-time rendering in Unreal Engine.

Environment Artist

Lotus Pond Scene | SCAD / Houdini Project
Savannah, GA — Jun - Aug 2025

Built a procedural pond in Houdini, Maya, and Unreal Engine with vegetation generation, lighting, scene layout, and cinematic rendering.

Lighting & Compositing Artist

Medieval Throne Room | SCAD Lighting Project
Savannah, GA — Mar - May 2025

Lit a throne room in Unreal Engine using key light, rim light, and atmosphere; completed color adjustments and compositing in Nuke and After Effects.

ATHLETIC EXPERIENCE

Student-Athlete | SCAD Women's Golf Team

Savannah, GA — Aug 2023 - Present

Balanced full-time VFX coursework with national-level training and competition; developed discipline, performance under pressure, goal setting, and team communication.

ATHLETIC ACHIEVEMENTS

NAIA National Championship

- 2026: Team Champion
- 2025: Individual Runner-Up
- 2024, 2025, 2026: All-Tournament Team