

WEI LOU

(Haowei Lou)

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A CG Generalist with hands-on production experience in FX simulation, look development, and texturing. Proficient in procedural pipelines and passionate about the intersection of technical precision and visual craft.

Professional Experience

Harbor Picture Company × SCAD Collaboration - Savannah, Georgia

FX Artist (01/2024 – 03/2024 & 01/2025 – 03/2025)

- Designed and simulated blooming FX, responsible for the creative concept and FX execution. (2025)
- Contributed to one of the droplets simulations and developed shot concepts and camera layout under mentor guidance. (2025)
- Simulated particle-based FX for a portal sequence and contributed to live-action shot capture under the guidance of Harbor Picture mentors. (2024)

Finuo Automobile Design Co., Ltd - Shanghai, China

3D Modeling Artist (09/2020 – 03/2021)

- Collaborated with senior designers to create detailed, accurate 3D models for automotive visualization projects.

Education

Visual Effects

Savannah College of Art and Design | Savannah, Georgia
Expected in May 2026

Digital Media Art

Shanghai Normal University Tianhua College | Shanghai, China
2017-2021

Skills

3D & FX | Houdini, Maya, C4D, ZBrush

Rendering | Redshift, Karma, Mantra

Texturing & Look Dev | Substance Designer, Substance Painter

Compositing | Nuke, After Effects

Programming | VEX, Python