

WILLIAM ALBERT LEE

FX Artist

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Demo Reel: <https://vimeo.com/1130431941>

SUMMARY

FX Artist specializing in Houdini-based simulation, lighting, and compositing driven by a passion for visual storytelling. Multi-award-winning Gnomon graduate with proven ability to deliver art-directable FX across pyro, water, RBD, soft body, and particle work. Strong technical foundation in VEX, Python, and USD/Solaris pipelines built for team collaboration.

PROJECT EXPERIENCE

Dragon | FX Artist & TD Nov 2025

Gnomon School of Visual Effects | Academic Project

- Simulated large-scale, fast-moving fire and particle effects driven by animated dragon performance.
- Assembled a Houdini Solaris USD pipeline enabling parallel team collaboration across lighting and FX.
- Owned full pipeline from blocking in Maya and Houdini through lookdev, lighting, and Nuke compositing.
- Coordinated team communication and review cycles to keep deliverables on schedule.

Plane Crash | FX Artist & TD Oct 2025

Gnomon School of Visual Effects | Academic Project

- Built a custom fracturing and rigid body destruction setup for a detailed plane crash sequence.
- Developed an optimized large-scale soft body setup for vegetation interaction with debris and shockwaves.
- Authored VEX and Python tools to accelerate iteration and standardize the FX workflow.
- Diagnosed and resolved 3D and CGI technical issues across the production chain.

SLBM (Submarine-Launched Ballistic Missile) | FX Artist & TD Jun 2025

Gnomon School of Visual Effects | Academic Project

- Simulated complex water and pyro effects matched to real reference footage.
- Designed art-directable FX setups giving directors granular control over shape, timing, and scale.
- Optimized simulations to reduce iteration time and support shot scalability.

SKILLS

FX & Simulation: Pyro, Fluids, RBD, Soft Body, Particles, Cloth, Procedural Modeling

Software: Houdini, Maya, Nuke, Blender, Gaea, SpeedTree, 3D Equalizer, DaVinci Resolve, Adobe Suite

Rendering: Karma, Renderman, Arnold, V-Ray, Redshift

Pipeline & Scripting: USD, Solaris, VEX, Python, Tool Development

Production: Lighting, Compositing, Matchmoving, Integration, Layout, Texturing, Digital Matte Paint, Color Grading

AWARDS & RECOGNITION

Rookie Awards 2025 | Finalist 2025

- Selected as finalist in two categories with career opportunities from Ghost VFX (Copenhagen) and Outpost VFX.

4x Gnomon Best of Term | Spring 2024 (Cloth), Spring 2025 (Pyro), Summer 2025 (Demolition), Fall 2025 (Pyro)

EDUCATION

Gnomon School of Visual Effects 2022 - 2025

Bachelor of Fine Arts in Digital Production