Rae Fu

https://raefu.com/ | GitHub | rae.fu22@gmail.com | 407-450-8082

Experience

Independent Contractor for Firefly Drone Shows (Firefly Drone Shows Website) June 2024 - August 2024

• Create and animate drone formations

Tech Artist Intern at Kyrie Studios

January 2024 - Present

- Troubleshooting materials and improving the master material
- Working on performance passes on levels in Unreal by optimizing materials and textures

Wilke Undergraduate Research Internship

Fall 2023 - May 2024

• Created augmented reality experiences relating to color design

Freelance Designer and Modeler for a Pharmacy/Health Products Store

Spring 2023

- Designed and created a 3D model prototype of the interior of the store
- Designed the logo and storefront

Animator for the Taste of Tippecanoe Festival

Summer 2022

Created animations for the live video projection performance

Projects

Mushroom Generator (Demo Video)

Fall 2023

Created a Python Maya plugin that generates varied mushrooms

Cloth Creator (Demo Video)

Spring 2024

- Created a Python Maya plugin that sets up nCloth simulations, such as for tablecloth and curtains
 Wind Force Node (<u>Demo Video</u>)
 - Created a custom VEX Houdini node that adds a force on the SOP level

Education

Purdue University – West Lafayette, IN:

May 2025

B.S. Animation, Visual Effects, and Game Development and Design

GPA: 3.98/4.0

Minors in Computer Science and Film & Video Studies

Skills

Tool scripting, plugin development, modeling, texturing, Python, VEX (Houdini), Maya, Houdini, ZBrush, Substance Designer, Substance Painter, Photoshop, Arnold, Marmoset, After Effects, DaVinci Resolve, Illustrator, Java, C, C++, Procreate, Unreal Engine 5, Agisoft Metashape, Photogrammetry, Adobe Aero, Meta Spark Studio, Cinema 4D

Awards and Leadership

- Fractal (Purdue's Multimedia Student Showcase) 2023: Best Model/Sculpt
- Scholastic Art Award Regional 2021: 2 Gold Keys and 1 Honorable Mention
- President of Purdue Women In Animation (gave demos and workshops on Maya, ZBrush, Houdini, Substance Designer) and President of Art History Student Organization (gave presentations)