

STEPHEN LIMCANGCO

CHARACTER FX TECHNICAL ASSISTANT

CONTACT

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- 📍 Sydney, Australia
- ✈️ Australian Citizenship and Visa

SOFTWARE

Houdini, Nuke, Blender,
Marvelous Designer, Unity, Unreal
Engine 5

TOOLS

Shotgrid, Perforce, Bitbucket,
Github, Adobe Suite, Microsoft
Suite

PROGRAMMING LANGUAGES

Python, VEX, C, C#, C++, Java

SOFT SKILLS

Attention to detail,
Communication and teamwork,
Addressing feedback notes,
Flexibility, Problem solving

REFERENCES

[Marco Di Monaco](#) - CFX Lead
Animal Logic

[Emily Cameron](#) - Senior
Production Coordinator
Animal Logic

* Reference contact details available
upon request

PROFILE

I am a passionate CFX TA currently working at Animal Logic. I generally focus on both Houdini simulations in a USD context, but also have exposure most disciplines through studying at the Animal Logic Academy. Additionally, I have picked up strong interpersonal and technical skills that have been applied as my role as technical assistant, which I hope to further practice and improve upon in the industry.

WORK EXPERIENCE

Character FX Technical Assistant 01/2023 - 04/2022

Animal Logic

- Troubleshoot issues relating to cloth, hair and USD pipeline
- Report findings and fixes with artists and production
- Resolve interdepartmental issues relating to CFX
- Assist production in proper flow of shots through pipeline
- Write python tools in Houdini to assist artist workflow

Coding Tutor 03/2020 - 01/2022

The Language Company

- Teaching computer fundamentals and scratch coding to primary school students
- Facilitated classes of up to 20 students
- Communicating and problem solving with parents

EDUCATION

Master of Animation and Visualisation 01/2020 - 12/2022

Animal Logic Academy / University of Technology Sydney

- Exposure to USD pipeline with Houdini solaris
- FX R&D for Houdini and Unreal Engine 5
- Story workshopping and development
- Rendering and Compositing with Renderman and Nuke
- Identifying and solving pipeline issues

Bachelor of Science in Games Development 02/2018 - 12/2020

University of Technology Sydney

- Facilitating and leading group projects
- Acquiring programming and design skills
- Game development in Unity and Unreal engine
- UTS Games Studio Autumn Showcase 2019 participant