



# Sera (Siyun) Sun

3D / FX Artist | Houdini, Unreal Engine, Digital Fashion

## Work & Activities

**FX Artist, Short Film: *Black Wasteland***, London, UK, May – July 2025

- Created visual effects opening title for the short film directed by Lychen Li, and was exhibited at Royal College of Art graduate show

**FX Artist & Costume Designer, Short Film: *Absolute Pitch***, London, UK, Nov 2024, Ongoing

- Created green-screen effects and cinematic compositing using Houdini, DaVinci Resolve, and Nuke.
- Designed costume, props, and makeup aesthetics within tight budgets.

**3D Artist and Motion Capture Technician, Short Film: *Pseudosynthesis***,

London, UK, Jan – March 2025

- Created math-based 3D sculptures and clothes for avatars in this film directed by Leon Lin to be exhibited at London College of Fashion graduate show
- Processed motion capture data and instructed data collection from performer

**Animation Artist, Documentary: *Long Day's Journey Into Nights***, London, UK, May – Aug 2024

- Developed fire, rain, and interior atmospheric effects using Cinema 4D.
- Worked with the director to enhance emotional tone and visual rhythm.
- Film Link: <https://youtu.be/PtKbwABd-8A>

**Curator & Sales Specialist, *Kafka Coffee***, Kunming, China, Nov 2022 – Apr 2023

- Designed brand visuals and curated photography exhibitions for Alley Gallery.
- Increased customer traffic and sales by 30% through visual campaigns.

**Product Design Intern, *Bambu Lab Technology Co., Ltd.***, Shenzhen, China, Mar – Aug 2022

- Assisted in the development of Bambu Lab's first 3D printer, refining mechanical structure and optimizing user-friendly features.
- Tested PLA filaments for durability and printability, providing feedback for material improvement.
- Designed and produced 3D-printed toy prototypes, ensuring quality for product testing and marketing purposes.
- Contributed to design improvements based on team feedback, enhancing product features and structural stability.
- Supported the creation of technical documentation and product presentations for internal and external use.

**Leader, *Tide Magazine Society***, Shenzhen, China, Aug 2020 – Jun 2022

- Oversaw design and editorial direction for 4 issues, earning two Superior Awards.

**Design Lead, *TEDxYouth@VMA***, Shenzhen, China, Sep 2019 – Jul 2021

- Directed stage design and merchandise production; coordinated factory partnerships.

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## Awards

**Queen's Scholarship**, University of the Arts London (2025)

**The Isis Magazine**, September Issue (2024)

**Artego Magazine**, Issue 900 (2025)

**Artist Talk Magazine**, Issue 34 (2024).

**Artist of the Year**, Visual Artist Association, International Online Community (2024).

**Commendation in Psychology**, John Locke Global Essay Competition (2022).

## Education

**BA (Hons) Fine Art: XD Pathway, Central Saint Martins, University of the Arts London**  
- Interdisciplinary focus: 3D design, interactive art, and cognitive methodology.

**Diploma in Houdini for Film or Games, Think Tank Training Centre, Canada**

- Ranked #1 Global VFX School (The Rookies, 2024).
- Intensive training in procedural VFX, general CG, and environment simulation.

## Skills

**Software:** Houdini, Unreal Engine, Cinema 4D, Maya, Rhino 3D, ZBrush, Nuke, Substance Painter, Marvelous Designer, Clo3D, Blender, Adobe Creative Suite, DaVinci Resolve.

**Creative Tech:** Virtual Reality, Augmented Reality, Comfy UI, Arduino, motion capture.

**Languages:** English (Fluent), Mandarin (Native)

**Founder & Creative Director**, *Design VMA Society*, Shenzhen, China, Jul 2019 – Apr 2023

- Designed mascot, uniforms, and branded merchandise; increased revenue by 200%.
- Led design management and manufacturing quality control.

## Exhibitions

**Exhibiting Artist**, *Optical Intermediate*, Deptford Town Hall, London — Dec 2024 – Jan 2025

- Exhibited Personal History Infographic among 7 audio-visual works (avg. 30 daily visitors).
- Led installation setup, lighting calibration, and de-installation coordination.

**Exhibiting Artist**, *Mind-Body Resonance*, Haipai Art Museum, Shanghai, China, Sep – Oct 2025

- Exhibited illustrations and graphic novel *Lost at Sea of Mind*

**Exhibiting Artist**, *A Small Cosmos of Feelings*, Shanghai Mental Health Center, Shanghai, China, June – August 2025

- Exhibited illustrations and graphic novel *Lost at Sea of Mind*

**Solo Exhibition Artist & Curator**, *Arcade Project Bookshop*, Nanjing, China, Apr – Aug 2023

- Curated solo show featuring 300+ illustrations from *Lost at Sea of Mind*.
- Attracted 200+ media posts and sold 278 copies of the book (ISBN: 9781639950973).
- Boosted bookshop ranking from 10th to 1st on Dianping, with 300% sales growth.