



Sera (Siyun) Sun

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

London, United Kingdom
sunsiyunssy@icloud.com
Website: siyunsun.com
LinkedIn: <https://www.linkedin.com/in/siyun-sun-b242a1293/>

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.

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.

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.