

Linghao Li

FX Technical Director

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Summary

- Captain America: Civil War(Not Credited)- FX Pipeline • Antman - FX & Pipeline
 - Pixel - Pipeline • Maleficent - FX & Pipeline • XMEN: Days of Future Past - Pipeline
 - Ironman 3 - FX & Pipeline • Ender's Game - FX & Pipeline • Avengers - Pipeline & Lookdev
 - Pipeline project - Facility Lighting Package • The Girl With The Dragon Tattoo - Pipeline & Lighting
 - Halo 4 Trailer - Pipeline • Ender's Game Teaser - Pipeline & Lighting
 - XMEN: First Class - Pipeline & Lighting • Transformer 3 (Not Credited) - Pipeline
 - Real Steel - Pipeline & Lighting • Tron: Legacy - Pipeline & Lighting
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Experience

FX Pipeline Technical Director -shots at Weta Digital

February 2016 - Present

- FX tools

Senior Technical Director at Method Studios

February 2015 - February 2016

- FX shots and tools

Technical Director at Digital Domain

September 2009 - January 2015

- Write and maintain pipeline tools.
- Work on lighting shots and fx shots.

3D Artist at Gameloft

May 2005 - July 2007

- Provided digital art resources such as models, textures, and effects for cell phone game projects.
 - Supported programmers with artistic reports and suggestions.
 - Supervised a creative team for DogZ 3D.
 - Gave tutorials on both design and technical directions to colleagues on weekly training session.
 - Four published games - BBD: Midnight Challenge, Midnight pool 3D, Siberian Striker X, DogZ 3D
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Education

Savannah College of Art and Design

Master of Fine Arts (M.F.A.), Visual Effects, 2007 - 2010

Beihang University

Bachelor, Electronic Engineering and Automation, 2000 - 2004