

Rae Fu

<https://raefu.com/> | [GitHub](#) | rae.fu22@gmail.com | 407-450-8082

Experience

- Independent Contractor for Firefly Drone Shows June 2024 - Present
- Create and animate drone formations (worked on over 50 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 (Demo Video) July 2023
- 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, Github, Perforce, SpeedTree

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)