

SANG TRAN (HENRY)

Technical VFX Artist

Ho Chi Minh City, Vietnam | UTC+7 | +84 979 845 503

sangminhtran1710@gmail.com | Portfolio: [henry-vfx.com](#) | [LinkedIn](#)

PROFILE

Technical VFX artist with production experience across AAA game pipelines at Sparx* - a Virtuos Studio, and technical freelance projects on Upwork. Experienced in proprietary client engines and Unreal Engine Niagara, combining Houdini simulation workflows with in-engine particle implementation, shader logic, and real-time performance optimization.

CORE SKILLS

Real-time production: Gameplay and cinematic VFX, particle dynamics, materials, effect integration, performance optimization.

Engines and tools: Proprietary game engines, Unreal Engine (Niagara), SideFX Houdini, Autodesk Maya, Blender, EmberGen.

Technical practice: Material logic, procedural workflows, Python scripting, AI-assisted tool development.

Visual foundation: Lighting, motion design, animation timing, After Effects.

PROFESSIONAL EXPERIENCE

Sparx* - a Virtuos Studio

Ho Chi Minh City, Vietnam

Senior VFX Artist (October 2025 - Present) | **Junior VFX Artist** (October 2022 - October 2025)

- Author and integrate real-time visual effects for AAA game productions using proprietary client engines and Unreal Engine pipelines.
- Developed internal Python tools for asset packaging, delivery checks, and automated naming convention validation.
- Conducted R&D on emerging real-time VFX techniques for production integration, while mentoring junior artists on engine workflows and technical standards.

Selected released projects and contributions:

- Marvel's Spider-Man 2 (Sony / Insomniac Games):** Authored real-time combat VFX, weapon impacts, and environmental destruction particles in Insomniac's proprietary engine; optimized emitter bounds and particle fill rate.
- Fortnite - Remix: The Finale (Epic Games):** Created VFX for cinematic sequences.
- Until Dawn PS5 Remake (Sony / Ballistic Moon):** Contributed lighting to cinematic sequences.
- New World: Aeternum (Amazon Games):** Created real-time character VFX for cinematics.

Technical VFX Artist (Freelance / Remote) | Upwork

2024 - Present | Remote

Client Projects: Havoc (Epic Games Store) | Malignant (Mutant Horror Shooter - In Dev) | Confidential Client Project (NDA)

- Authored real-time VFX suites, custom PBR master materials, and player-triggered volume events in Unreal Engine 5 for commercial client titles.
- Connected dynamic particle systems to core gameplay events using Blueprints and dynamic material instances.
- Developed custom Python utility scripts to automate asset validation, Niagara parameter checks, and batch texture processing in the Unreal Editor.

Junior VFX Artist | BadClay Studio

April 2022 - July 2022 | Ho Chi Minh City, Vietnam

- Created procedural rigid-body dynamics (RBD) and atmospheric fluid simulations in SideFX Houdini for the Netflix sci-fi series *Black Knight*.
- Prepared simulation caches (Alembic / OpenVDB) and structured render passes for handoff to downstream compositing teams.

Video Producer | FPT Software

March 2020 - October 2020 | Ho Chi Minh City, Vietnam

- Produced technical motion graphics and animated explainers for enterprise technology products, creating reusable templates that accelerated production throughput.

EDUCATION & CREDENTIALS

Advanced Diploma in Visual Effects (VFX) - MAAC Vietnam

2020 - 2022

Bachelor of Finance and Banking - Banking University of Ho Chi Minh City

2015 - 2019

English Language: IELTS Certified

2019