



Peggy

Li

V I S U A L E F F E C T S A R T I S T

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TECHNICAL SKILLS

- Video production, editing, and compositing
- 3D modelling, texturing, simulations, as well as intermediate 3D animation skills in Autodesk Maya
- Animation, motion graphics, and visual effects skills in Adobe After Effects as well as editing and designing skills in Premiere Pro, Photoshop, Indesign and Illustrator
- Simulation skills in Houdini
- Sound designing and editing skills in Avid Pro tools and Premiere Pro

EDUCATION

Master of Design (Hons)

Auckland University of Technology
2019 – 2020

Bachelor of Design (Digital Design)

Auckland University of Technology
2016 – 2018

National Certificate of Educational Achievement L3

Westlake Girls High School
2011 – 2015

ABOUT ME

Passionate VFX artist and digital designer with technical and problem-solving skills across different VFX and animation software.

I completed my master's degree at the Auckland University of Technology in 2020. Self-motivated and willing to learn new skills within the field. Great time management abilities and efficiency in completing projects to high standards.

EXPERIENCE

Checkout Supervisor

Countdown Supermarkets / Auckland, New Zealand / July 2017 – Present

I supervise and organise the daily operations of the checkout department at the Glenfield Countdown store.

- Organising the daily operation and breaks for checkout team members
- Dealing with cash and payment transactions
- Authorising the sale of liquor and tobacco goods

Freelance Digital Designer

Cheil / Auckland, New Zealand / June 2023 – July 2023

As a Freelancer, I joined the team to contribute to producing ads for the new Samsung product launch, utilising my skills in graphic design and video editing.

Simulation Artist & VFX Compositor

AFED Ltd / Auckland, New Zealand / September 2019 – October 2019

I collaborated with a team of artists and animators to produce a short VFX trailer in a short amount of time.

- Created 3D smoke simulations in Houdini
- Colour-graded live-action footages into apocalyptic war scenes
- Discussed and created the storyboard as a team

Motion Capture & Visual Effects artist (Volunteer experience)

The Stella Project / Auckland, New Zealand / April 2018 – November 2018

This is an internship position, and I worked 7 hours a week. The Stella Project is an animated short film for a PHD project at AUT which is still work in progress.

- I was part of the Motion Capture and Animation team in the Stella Project
- Cleaning up motion capture data in various 3D software and created 3D building destruction simulations in Houdini