

Mengxin You

(Maxine You)

FX Artist
3D Generalist
Video editor

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CONTACT

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PROFESSIONAL
EXPERIENCE

Video Editor、FX artist、 AI Video Creator

Video Editor–fulltime

Chengdu Wanxin Bu Zhi Game Co., Ltd.–Chengdu, Sichuan
, China

I have created and written over 100 short-form videos, many of which received widespread acclaim and contributed significantly to game downloads and strong post-launch monetization. I am skilled in using software such as After Effects and Premiere Pro to apply visual effects and create smooth, engaging information flow in game advertising videos.

FX artist

AcademyofArtUniversity Studio X

Based on project requirements, I contributed to the visual effects of the main character, which received positive feedback.

EDUCATION

Academy of Art University | 2022–2025

Master of Arts in Animation & Visual Effects (MA–ANM)

Hunan International Economics University | 2017–2021

Bachelor of Fine Arts in Animation

SOFTWARE

Houdini FX

Used Houdini to create and simulate Fluid, Pyro, Particle, and RBD effects for various projects.

Adobe After Effects

Video editing using After Effects for motion graphics, compositing, and promotional content.

Adobe Substance 3D Painter

Designed and customized materials to meet specific visual and technical requirements.

Nuke

Applied effects and composited exported image sequences based on specific project requirements.

Unreal engine

Worked with images exported from Houdini and integrated them into the Niagara system in Unreal Engine to create customized visual effects, enhancing real-time visual quality.

AI & Generative Tools

Runway (Gen-2 / Expand / Video Gen)
Midjourney (v6/v7 prompt design)
Stable Diffusion (SDXL / ComfyUI workflows)
ChatGPT (script ideation / content automation)
CapCut AI / TikTok Creative Tools
Gemini / AI image pipeline (product visuals)

Adobe Photoshop

Skilled in digital painting and generating tailored visual effects to meet specific artistic or production needs.

Adobe Premiere Pro

Collaborated with After Effects to add appropriate sound effects and produce complete videos.

Maya

Modeled characters and scenes, implemented animation and texturing, and exported optimized image sequences based on production requirements.

LANGUAGE

MANDARIN

ENGLISH

INTERESTS

Musical

Secondary creation

Graphic Novels

Video game