MIKE HUANG

CREATIVE TECHNOLOGIST · AI WORKFLOWS FOR CREATIVE TEAMS

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Portfolio and 2026 AI reel: mhfx.ai · Code: github.com/mhuangfx

Creative Technologist building production image and video generation tools at Netflix. I take a creative need, build the workflow, prove it with evaluation, and ship it. Before that, a decade of high-end VFX.

EXPERIENCE

Netflix — Creative Technologist, Generative AI (contract) Jan 2026 – Present

Data Science and Engineering (Ads Creative): generative AI tools of the kind Netflix has described in public.

- Shipped four generative ad creative types to a production ad-generation product; two began as prototypes I built and owned end to end.
- Took an image-to-looping-video tool from prototype to production in about 5 days: new pipeline flow, TypeScript endpoints, React UI.
- Led a controlled image-model evaluation and migration: 2.6–3.9× lower latency; curved-label text corruption from about 1 in 4 to 0 in 32.
- Redesigned a product-integrity check from firing on 8 of 8 correct products to a 1.2% false-fire rate, still catching every confirmed defect.
- Researched and documented 10 VFX-derived techniques against the “looks AI” look in product imagery; findings shipped to production.
- Built and presented stakeholder evaluation decks through four versions; wrote a handoff playbook used as team methodology.
- Fixed two production outages in one day; traced another to a silent setting override and rolled the fix to 9 production flows in 2 days.
- Now building (research): a multi-model prompt chain that designs a new ad in a brand’s established style.
- Custom ComfyUI workflows and nodes; API integrations for Veo, Runway, Pika and WAN video models; ControlNet/LoRA; VLM/LLM judges.

Freelance — AI Specialist Jul 2024 – Dec 2025

- Built and reviewed image datasets for quality and genre accuracy; evaluated AI output for visual quality, realism and prompt match; trained custom LoRAs (style, character, concept).
- Video-model comparisons and tutorials on YouTube (@mhfx); ComfyUI workflows on Civitai (about 3,400 downloads); Hailuo and Luma creator programs.

Freelance — Senior FX Artist Jul 2019 – Dec 2025

- Psyop LA, Blur Studio, The Artery, Method Studios. Love, Death + Robots; Terminator: Dark Fate; Apex Legends; The Elder Scrolls Online; PUBG; brand spots for Mercedes, David Yurman and Aldi; Super Bowl commercials.
- Pyro, smoke, rigid-body destruction and fluid simulation for series, film, game cinematics and commercials.

Psyop NY — Staff Senior FX Artist Oct 2016 – May 2019

- Hero pyro, smoke, rigid-body, cloth and fluid FX: Clash Royale cinematics, Pokémon Sun/Moon, Mario Kart, Knack 2.
- Led the FX team when needed: workload, shot casting, bid estimates, finaling shots; built reusable FX templates for other artists.

Atomic Fiction, Montreal — Staff FX Artist Jan 2015 – Oct 2016

- Hero destruction and pyro: Deadpool, Game of Thrones, Star Trek Beyond, Pirates of the Caribbean; faster Houdini solvers.
- Built smoke, dust, sand and grain FX templates for client proofs of concept and for other artists.

SELECTED PROJECTS

Action-sequence generator. Video generation pipeline for multi-shot action sequences on Hailuo and Seedance: Playwright browser automation, storyboards, music beds.

AI host pipeline. Long-form video with a synthetic on-screen host: local model on an RTX 4090, lip sync, ElevenLabs v3 narration.

Emoji Subs. Desktop subtitle app: local Whisper transcription, React + TypeScript UI on Tauri (Rust), FFmpeg export.

Social media automations. Autonomous content pipelines; one posted to four platforms three times a day, built in three weeks, and ran live.

SKILLS

Building new generative AI tools: custom ComfyUI nodes and workflows, model API integrations, LoRA training, ControlNet pipelines, VLM/LLM judge gates, evaluation harnesses, browser-automation pipelines, review web apps

Models: Seedance, Hailuo, Veo, WAN, Kling, Runway, Luma, Stable Diffusion, Flux, Midjourney, Nano Banana, GPT-Image, ElevenLabs

Engineering: Python, TypeScript, React, FastAPI, Playwright, ffmpeg, n8n, Claude Code, PostgreSQL, Metaflow, AWS GPU, Git, Linux

Computer vision: OpenCV, SAM, GroundingDINO, LaMa, OCR, homography and thin-plate-spline alignment

VFX and 3D: Houdini FX, a decade in production (pyro, FLIP, RBD, VEX); Blender, Maya, Nuke, Redshift, After Effects, Photoshop, Premiere

EDUCATION AND AWARDS

Annie Award, Outstanding FX — Blur Studio FX team, Love, Death + Robots · **MFA, Computer Art** — School of Visual Arts, New York