



CONTACT
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PERSONAL STATEMENT

I am a lighting and comp artist, recently worked at MPC film London. I'm experienced in a collaborative environment and have worked on a variety of shows ranging from feature animation to live action/CG integration. I have worked in both Maya and Katana using Arnold and Pixar Renderman, as well as adapting to constant change requests from clients and fixing tech issues.

EXPERIENCE

2nd March 2020 - 24th June 2020

WWFX UK

Role: Lighting TD

During my time here, I worked on a high profile project but with a small scale team. Most of the shots were handled by me from lightrig set up to delivering to comp. As well as self diagnosing technical issues.

12th February 2018 - 20th December 2019

MPC film London

Role: Lighting TD

I was working on a large scale film pipeline, working in node based lighting using Katana. I have to self-diagnose technical issues in my scenes and making sure the outcome is consistent with the art direction of the rest of the show.

27th February 2017 - 12th January 2018

Mikros Image Animation

Role: Lighter/Compositor

I worked in a film pipeline, which involved self-organisation and abilities to solve tech issues independently. I've also had to have good communications with my team as well as the Paris studio whom we worked alongside with on this show.

11th July 2016 - 24th Feb 2017

Blue-Zoo Animation

Role: Junior Lighter/Compositor

I was working on a children's TV series for the BBC; my task involves lighting and compositing shots to fit with the rest of the team's output. As well as contributing to ideas and problem solving.

EDUCATION

September 2013 - May 2016

University of Hertfordshire

BA Hons 3D animation

First Class Honours

SOFTWARE

Katana
Nuke
Arnold
Redshift
Autodesk Maya
Autodesk Mudbox
Mari
Zbrush
Adobe After Effects
Adobe Flash

SKILLS

Lighting/Rendering
Compositing
2D concepts
Modelling
Texturing
Matte painting
2D fx

LANGUAGES

English
Chinese Madarin
Chinese Cantonese