



Lighting and Compositing Artist

personal info

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tools

Houdini | USD | Nuke | Maya
zBrush | Vray | Arnold | Redshift
Photoshop | Mari | After Effects

languages

English
Mandarin
Python

education

Otis College Of Art And Design | BFA Digital Media | 2008 - 2012
Gnomon School Of Visual Effects | Extension Student For Additional Education | 2014 - 2016
3Kicks Art Studio | Extension Student For Additional Education | 2015 - 2016
Concept Design Academy | Extension Student For Additional Education | 2017 - 2022

experience

Dreamworks Animation Features | Lighting and Compositing Artist | May 2023 - Current

Lighting and Compositing Artist on **Trolls Band Together** and **Kung Fu Panda 4**

Responsibilities include (but not limited to) the following:

- Shot lighting utilizing Houdini, USD, and proprietary USD workflows.
- Light rig setup on key shots and sequences.
- Shot compositing utilizing Nuke. Polishing and shot finaling also handled in Nuke.

Dreamworks Animation TV | Lighting and Compositing Supervisor | June 2022 - May 2023

Compositing Supervisor on Dreamworks TV series **Kung Fu Panda: The Dragon Knight**

Responsibilities include (but not limited to) the following:

- Overseeing the quality of asset lighting and episodic shot lighting.
- Developing and implementing tools throughout a show's production.
- Researching and presenting lighting launch documents for external vendors.
- Communicating creative direction with external vendors.
- Consulting with directors to strategize on creative solutions.

Dreamworks Animation TV | Lead Lighting and Compositing Artist | July 2020 - June 2022

Lead Lighting and Compositing artist at DreamWorks TV's internal HUB department.

Responsibilities include (but not limited to) the following:

- Look development and implementation of new workflows.
- Onboarding for internal hires and overseas partner studio training.

Dreamworks Animation TV | Lighting and Compositing Artist | June 2018 - July 2020

Lighting and Compositing artist at DreamWorks TV for the following show productions:

- Jurassic World Camp Cretaceous | The Boss Baby | Fast & Furious Spy Racers

Gentleman Scholar | Freelance Lighter and CG Generalist | Feb 2018 - June 2018

Worked on a series of stylized animated spots in collaboration with Google for March Madness

Responsibilities include (but not limited to) the following:

- Lighting, Look Development, Rendering and Compositing shots for final production.

Riot Games | CG Generalist | April 2017 - December 2017

Worked with a small team to create a cinematic for Annie, a champion in League of Legends

Responsibilities include (but not limited to) the following:

- Lighting, Shading, Rendering, and Compositing | Asset integration and 3D projection