

Dave Kin Chang Wei

Visual Effects Artist. Technical Director

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Profile

I am a proficient programmer with a strong sense of artistic detail and beauty. Well experienced in the Visual Effects industry as a post-production fx TD and generalist; am familiar with the fields of compositing, animation and vsfx on-site supervision; and is highly adaptable towards new challenges with a good repertoire of experiences in core CGI ideas set in 3ds Max, Maya, Houdini, Massive and Renderman. I am always up for a challenge and complexity greatly intrigues me.

Professional Experience

Systems Administrator (work-study), Savannah College of Art and Design, Savannah, GA, USA — 2010-2011

- ✦ Worked as a system administrator attending to technical issues and maintenances of the school laboratories.
- ✦ Assisted Professors with technical issues involving Linux(RHEL), Mac and Windows.
- ✦ Troubleshooted issues involving the implementations of Visual Effects CGI applications.

Visual Effects Artist, VHQ Post, Singapore — 2006-2008

- ✦ Worked as a Visual Effects / 3d Generalist for television commercials and corporate identities.
- ✦ Created workflows between Shake, Max, Maya and Cinema 4d.
- ✦ Offered consultation and advise on VFX filming and pre-production.

Visual Effects Artist(freelance), Emoxis Films, Singapore — 2007-2008

- ✦ Worked on particle based effects for an ESPN corporate identity commercial.
- ✦ Created identity and CG characters for Emoxis house projects.

SO III Manpower and Administration Officer, Singapore Coast Guards, Singapore — 2004-2005

- ✦ Served National Enlistment Act as Admin officer for Manpower development and operations.

Lighter, Silicon Illusions, Singapore — 2003-2004

- ✦ Interned as a 3d lighter for TV animated series Monster By Mistake.
- ✦ Composited CG elements in Houdini.
- ✦ Performed Paintfixes and assisted in correcting asset management pipeline scripts.

Education

Savannah College of Art and Design, Savannah, GA — Masters (MA) in Visual Effects, 2010-2011

Nanyang Polytechnic, Singapore — Diploma in Digital Media Design(Animation), 2001-2004

Skills

3d Applications - 3dsMax, Maya, Houdini, Massive, Mudbox and Zbrush.

Animation - MotionBuilder and Vicon Blade.

Programming - Melscript, RSL, Maxscript, Python, Bash, CPP.

Rendering - Renderman, Vray and Mental Ray.

Compositing - AfterEffects, Shake, Nuke.

2d Applications - Bodypaint, Photoshop, Painter.

Awards

"Outstanding Achievement Award" Savannah College of Art and Design 2011.

"Tears of Karin" Gold Award (animation), Comgraph 2004, ACM Siggraph Singapore Charter.

"Tears of Karin" Bronze Award, CrowBar Awards - 4As Singapore.