

YA-YU CHEN

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PROFILE

Highly organized and motivated with the desire to work. Experienced in surfacing, lighting and technical troubleshooting in the production pipeline.

WORK EXPERIENCE

LIGHTING/COMPOSITING ARTIST

SONY IMAGEWORKS, Vancouver, BC (2022. May - present)

- Shot lighting and compositing for animated feature film

LIGHTING KEY ARTIST

MPC, Montreal, QC (2022. Jan - 2022.May)

- Match scene lighting for CG elements
- LookDev tweaking per shot request

LIGHTING/COMPOSITING ARTIST

Boulder Media, Dublin, Ireland (2020. Jun - 2021.Apr)

- Shot lighting and compositing for animated feature film

LIGHTING ARTIST

MPC, Vancouver, BC (2018. Aug - 2019.Dec)

- Match scene lighting for CG elements
- LookDev tweaking per shot request

CG ARTIST

Ingenuity Studios, Los Angeles, CA (2017. Sep - 2018. Mar)

- CG asset Modeling and LookDev
- Match scene lighting

CG ARTIST

Framestore, Culver City, CA (2016. Sep - 2017. Jul)

- CG asset Modeling and LookDev
- Match scene lighting (IBL)
- Camera tracking with proxy asset layout

CG GENERALIST

XYZ Graphics, San Francisco, CA (2016. Jun - 2016. Sep)

- Asset Shading/Lighting/Compositing
- Models QC and modify
- Camera Layout and Video Editing

EDITOR / GENERALIST

New Hope Production, Taipei, Taiwan (2010 - 2011)

- TV series, CF editing; Motion graphics design

Production Assistant / Executive Personnel

Jason's Entertainment Production co., Taipei, Taiwan (2008)

- TV Talk show planning, show assets prep and set up, show accounting

SOFTWARE SKILLS

SYSTEM - Linux / Windows / IOS

MATCHMOVE - 3DEqualizer / PFtrack

TEXTURING - Mari / Mudbox / Substance Painter

LIGHTING - Katana renderman, Arnold / Maya Vray, Arnold / Houdini Mantra

COMPOSITING - Nuke / After Effect

OTHER - Photoshop / Illustrator / Modo / Premiere / Final Cut Pro

EDUCATION

MFA. Animation & VFX

Academy of Art University, San Francisco, CA, 2016

BB. Business Administration

Lunghwa University of Science and Technology, Taipei, TAIWAN, 2008