

TIM TW YANG
Tims3d@hotmail.com.tw
<http://www.tims3d.com>

#5-6622 Southoaks Cr. Burnaby BC V5E 4K2
Phone 604.721.1404

PROFILE

A creative, experienced and well-rounded 3D artist seeks to utilize his skills, to meet and work with talented individuals who share the same vision and passion in the CG Industry.

TECHNICAL SKILLS

- Modeling, texturing, lighting and rendering.
- Hi/low res organic and hard surface modeling, sculpting and texturing.
- Lighting and shading in Mental Ray.

EDUCATION

Art Institute of Vancouver, Vancouver, BC 2005
Game Art and Design

EXPERIENCE

RAINMAKER – DVD FEATURE 2011 JUNE TO PRESENT
SENIOR ARTIST

- Modelling/Texturing/Shading, character, environment and props in XSI.

GOLDTOOTH CREATIVE – PROTOTYPE2 2011 JUNE TO 2011 OCT
3D CHARACTER ARTIST

- Lead Character Artist – Prototype2 FMV
- Character Artist – Prototype2 Trailer
- Modeling, texturing, lighting, shading and look dev.

CIS VANCOUVER – J.EDGAR
3D ARTIST

2011 APR TO 2011 JUNE

- Modeling and texturing Character & Props.

GOLDTOOTH CREATIVE
3D ARTIST

2011 JAN TO 2011 APR

- Modeling, texturing and shaded character, environment and props.
- Lighting and Rendering Production Shots.

BARDEL ENTERTAINMENT – PLANET SHEEN
LEAD MODELER

2010 AUG TO 2011 JAN

- Leading and mentoring a team of six modeling and texturing artist.
- Modeling and texturing both hard surface and organic models for the show.
- Help establishing the pipeline in modelling and texturing department.

TIM TW YANG

RAINMAKER ENTERTAINMENT - VARIOUS MATTEL DVD FEATURES

CG MODELLING/TEXTURING ARTIST

2009 NOV TO 2010 JULY

- Modelling, texturing, from character, environments, vehicles to props.

CIS VANCOUVER – INVICTUS

HOUDINI ARTIST

2009 MAY TO 2009 NOV

- Bringing in crowd data from Massive and manipulating the variables, point cloud data to change characters and character assets within the stadiums and crowd shots.

CHARACTER MODELER

2009 FEB TO 2009 MAY

- Modeling and texturing character and props.

BARDEL ENTERTAINMENT – ZEKES PAD

ENVIRONMENT TECHNICAL ARTIST

2008 JAN TO 2008 DEC

- Modeling, texturing environment assets.
- Look dev, environment lighting set up.
- Pipeline development.

BARDEL ENTERTAINMENT – VIVA PINATA

ENVIRONMENT TECHNICAL ARTIST

- Modeling, texturing environment assets.
- Look dev, environment lighting set up.

LEAD RENDER WRANGLER

2006 APR TO 2006 JULY

- Ensured the flow of rendered images from the lighting department to the compositing department.
-