

# Vincent Cheng

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please visit [www.vincent-cheng.com](http://www.vincent-cheng.com) for my latest reels & videos

## OBJECTIVES

A Composer/VFX Generalist who has 2 years of professional experience is seeking a challenging opportunity to contribute the knowledge & skills hoping to raise both the quality & quantity levels of the production.

## CAREER SUMMARY

- 2 years of professional experience
- worked on feature films, commercials, animation shows & video game cinematic
- participated in Compositing, Visual FX & Matchmoving

## EDUCATION

- VANCOUVER FILM SCHOOL 2005-2006  
**3D Animation & Visual Effects**

## RELATED SKILLS

### 2D

Apple Shake; Digital Fusion; Adobe After Effects, Premiere, Photoshop, Illustrator

### 3D

Autodesk Maya; SoftImage XSI; Boujou; Matchmover Pro

## PROFESSIONAL EXPERIENCE

- RAINMAKER ENTERTAINMENT 2007-2008
  - THE NUTTY PROFESSOR 2: FACING THE FEAR 2008 (DVD)*
  - 50 CENT (GAME CINEMATIC)*
  - GHOSTBUSTERS (GAME CINEMATIC)*
  - MAXSTEEL (DVD)*
  - ZIXX (DVD)*
  - Compositor - Shake**
    - assembled render passes
    - performed color correction on every shot in order to maintain show continuity
  - Shots TD/Animator - Maya**
    - transferred animation from proxy model onto high resolution model
    - inspected and ensured no geometry intersection occurs on high resolution model
    - manually correcting, re-animating or animation baking, if necessary
    - rebuilt 3D scenes to optimize rendering performance
  - FX Artist - SoftImage XSI, FXTree**
    - created 3D effects elements and pre-composite effects layer
- former RAINMAKER VISUAL EFFECTS (now CIS Vancouver) 2006-2007
  - BLADES OF GLORY 2007 (FEATURE FILM)*
  - CASE 39 2008 (FEATURE FILM)*
  - Matchmove Artist - Maya & Matchmover Pro**
    - object tracking
    - facial performance capture
- DIGITAL SLAVES VFX 2006
  - EARTHSTORM (TV)*
  - Modeler/Animator - Maya**
  - 3D Visual Effects Artist - Maya**
    - modeled 3D environment
    - created dust particle simulation

## REFERENCE

Up on request