

THEOPHANE TAN

Digital Artist

Highly motivated, results oriented with project management experience in creative and in handling project operations. A strong worker with an aptitude for problem solving and ability to quickly manage challenges with multiple projects.

#Motivated #Dedicated #Resourceful #Thorough #Team Player #Willing to learn
#Matchmove #Tracking (software & manual) #Object tracking #Bodytrack #Match-Anim
#Modelling #Texturing #Digital Painting #Rotoscope #Compositing #Animation
#Cinematography

Earliest Availability : **September 2017**

Website : www.theophanetan.com

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Matchmove Reel : <https://vimeo.com/164001309>

Password : **mm2016**

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Email : theophanextan@gmail.com

Nationality : **Singaporean**

Age : **34**

EDUCATION

Bachelor of Multimedia Studies (Multimedia Major), BMMS

Central Queensland University, Australia

◇ Golden Key International Honour Society

Diploma in Digital Visual Effects and Animation

(Visual Effects Specialisation), 3dsense Media School,
Singapore

Diploma & Advanced Diploma in Computer Studies

(Multimedia and Internet Major), Informatics Institute,
Singapore

GCE 'O' Levels (1 Distinction & 7 Credits)

Catholic High School, Singapore

SKILLS

3D/2D

Maya ◇ Cinema4d ◇ Zbrush ◇ Mari ◇

Photoshop ◇ Zeno ◇ UV Layout

Compositing & Editing

Nuke ◇ After-Effects ◇ Premiere

Tracking Software

3DEqualizer ◇ Zeno

OS

Windows/Mac/Linux

Languages

English ◇ Mandarin

EMPLOYMENT HISTORY

Layout Artist - Industrial Light and Magic, Singapore

November 2016 to August 2017

- Setup/Lineup tracking/Camera matchmove data into bg plate and environment locations using studio tools and workflows. Include proof of scale in layout set up.
- Apply retime data to any animated assets/camera layout that are under the layout department.
- Facial Performance Capture and retarget for accurate and realistic performance. Facial representation on CG Characters using studio tools and workflows.
- Motion Capture, Matchanimation, and Blocking.
- Process on-set data photo reference when required, including photogrammetr, Lidar data for use in tracking, modeling.
- Created custom geometry assets when requested for lighting, FX and compositing departments. Create proxy props and other models based on supplied set data or other available survey information.
- CG camera animation based on previs and/or details from from Lead or Sups. Set Dressing, Assemble and maintain assets into project/sequence/shot based environments.

Senior Executive, Brand Development (Video) - Civil Service College, Singapore

May 2016 to November 2016

- Conceptualise and create Mograph/CG elements for CSC's internal and external facing video projects
- Filming, Camera Assist, Grip, Setup video and photography projects
- Plan, produce and supervise video/VFX sequence, Storyboard, script and producing for photography and video projects ; Interviews, Events, Instructional, Scenarios, 2D Animation/Mographics.
- Produce and liaising with clients and project manage selected outsourced videography/animation projects

Matchmove/CG Artist - Double Negative Visual Effects, Singapore

January 2013 to April 2016

- Camera Matchmove, Tracking and camera alignment and calibration to obtain accurate camera movement for downstream departments.
- Line up geometry, character and object rigs to accurate match scene for requirements for proof of scale.
- Accurate Object and Bodytracks to reproduce actors motion.
- Creation of custom Proxy Geometry for scenes for downstream departments FX holdout, shadow animation blocking etc.

- Assassin's creed
- Alice Through the Looking Glass
- Star Trek Beyond
- The Huntsman: Winter's War
- Batman v Superman: Dawn of Justice
- Hunger Games Mocking Jay Part 2
- Bridge of Spies
- Spectre
- Terminator Genisys (2015)
- Thor: The Dark World
- The World's End
- Avengers : Age of Ultron
- The Divergent Series - Insurgent
- The Gunman
- Hunger Games Mocking Jay Part 1
- Interstellar
- Exodus (2014)
- Hercules (2014)
- Godzilla (2014)
- The Hunger Games Catching Fire

CG Artist - Wishing Well The Imaging Station, Singapore

October 2011 to December 2012

- Modeling/Texturing/Rendering of 3D models, elements and particles effects used for advertising stills and prints
- Liaising with art directors/clients/agencies on concept and development for the creation of 3d elements
- Preparing 3D elements for compositing / Assist DI Artist in compositing of 3D elements, image editing and manipulation

Project Executive (Digital Publishing) - Pearson Education South Asia Pte Ltd

April 2008 to March 2010

- Liaise and manage production with editors, designers software developers and vendors
- Multimedia Production for Primary school to Secondary educational digital resources
- Development and conceptualising Interactive eBooks, Websites, Flash Animations and Videos
- Manage projects in particular Maths and Science multimedia projects, interactive games, websites and assessments from pre-conceptualising till final development of various products.