

THEOPHANE TAN

Digital Artist

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
#Modeling #Texturing #Digital Painting #Rotoscope #Compositing #Animation #Cinematography

Website : www.theophanetan.com

Linkedin : <https://sg.linkedin.com/in/theophane-tan-9109832b>

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

Password : mm2016

Earliest Availability : April 2018

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Mobile : +65 90290559

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

EXPERIENCE

Layout Artist - Industrial Light and Magic, Singapore

November 2017 to April 2018

November 2016 to July 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. Temp key to rough comps to accurately represent plate and CG camera and animation. Reposition Cam and set/setup layout scene.
- CG camera animation/Tweaks based on previs and/or details from from Lead or Supers.
- Full CG or CG intergration with live plate. Set Dressing, Assemble and maintain assets into project/sequence/shot based environments.
- Apply retime data to any animated assets/camera layout.
- Process on-set data photo reference when required, including photogrammetry, Lidar data for use in tracking, modeling.
- Create proxy props and other models based on supplied set data or other available survey information.
- Facial Performance Capture and retarget for accurate and realistic performance. Facial representation on CG Characters using studio tools and workflows.
- Motion Capture, Matchanimation/Bodytrack object track.

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

May 2016 to November 2016

- Conceptualise, create Mograph/CG elements for CSC's internal and external video projects
- Filming, Camera Assist, Grip, Setup video and photography projects.
- Plan, produce and supervise video/filming sequence. Storyboard, script and producing for photography and video projects ; Interviews, Events, Instructional, Scenarios, 2D Animation/Mographics.
- Produce and liaise with clients; Project manage with vendors on outsourced video/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. Process onset information for use in camera matchmove.
- 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

- Liaise with art directors/clients/agencies on concept and development for the creation of 3d elements
- Model/Texture/Render of 3D models, elements and simulate particles effects used for advertising stills and prints
- Prepare 3D elements for compositing / Assist DI Artist in rough compositing of 3D elements, image editing and manipulation

Multimedia Specialist (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.