

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

Website: www.theophanetan.com

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Matchmove Reel: <https://vimeo.com/379561674>

Password: **theo2020**

Mobile: **+44 07533033570**

Email: theophanextan@gmail.com

Age: **38**

Earliest Availability: **August 2020**

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/Facecap Artist - Industrial Light and Magic, United Kingdom

July 2018 to Present

November 2017 to April 2018 / November 2016 to July 2017 Singapore

- 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. 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.
 - Ready Player One
 - Solo: A Star Wars Story
 - Avengers: End Game
 - Spider-Man Far from Home
 - Jurassic World: Battle at Big rock
 - Star Wars: The Rise of Skywalker

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

Digital Media 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.