Guan, Ying Teng (Jason)

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Compositor – Lighter – Matchmover

OBJECTIVE

- To be a part of a team to create amazing pictures; and build up my filmography list on IMDb.

WORK EXPERIENCE / PROJECTS

Utherverse digital (virtual reality company)
- 2D editor @ Utherverse digital   [2017]

The Deep (2015-2017)
- Compositor / Junior Compositor @ DHX Media / Nerd Corps Entertainments   [2014-2016]
  - Seamlessly integrate all the layers or elements of a shot.
  - Work closely with the VFX supervisor to composite the numerous elements that complete CG shots.
  - Excel at creating high-calibre, dynamic and riveting comps, while at the same time meeting production deadlines.
  - Make artistic judgments and practical decisions, and be able to effectively communicate with the animation director, team supervisor and art director.

Monster High: Haunted (2015)
- Junior Compositor @ Nerd Corps Entertainments   [2014]

Max Steel: The Wrath of Makino (2015)
- Junior Compositor @ Nerd Corps Entertainments   [2014]

Kate and Mim-Mim (2014-2015)
- Junior Compositor @ Nerd Corps Entertainments   [2014]
- Imaging PA @ Nerd Corps Entertainments   [2013]
  - Communicate to Animators about elements that may be needed or used for their sequences
  - Setup render-passes and shadows.
  - Identify to the Visual Effects Supervisor problems that could potentially present with respect to timelines and delivery schedules.
  - Check render results and flag improper images.
  - Pre-comp shots.

Junior Compositor (Practicum) – GFZ Studio   [2013]
      Projects: ***Fly-over-Canada, Switch (2013)***
  - Plate clean-up.
  - Rotoscoping.
  - Render matte passes
  - Exporting

Stage Assistance – Fairchild Television   [2007-2011]

- Special events.
- Crops, runner, and other backstage work.

STRENGTHS

- Two years of production experience in DHX Media.
- Excellent computer skills in software and hardware, including troubleshooting and solve problems.
- Focus and experience in XSI, Maya, Nuke, PFTrack, Adobe Premiere Pro, After Effects, and Photoshop.
- Experience with Mac, PC and Linux.
- Excellent team player.
- Fluent in English, Cantonese, and Mandarin.

SOFTWARE EXPERIENCE

- PFTrack, SynthEyes
- Autodesk: Maya, Mudbox, Softimage XSI
- Foundry: Nuke.
- Adobe: Photoshop, Premiere Pro, After Effects, Illustrator, Flash.
- V-Ray for Maya, Mantra for Houdini
- Houdini
- Vue

EDUCATION

Digital Visual Effects Diploma, Capilano University, North Vancouver, BC   [2013]
Fairchild TV Production Course   [2007]
Foodsafe Level 1   [2007]

VOLUNTEER EXPERIENCE

Spark FX Conference 2013 Volunteer – Spark CG Society   [2013]
- Greeting the public
- Managing line-ups, ushering, cleaning, directing traffic and answering questions.

REFERENCES

IMDb: http://www.imdb.com/name/nm7102583/

Linked-in: https://www.linkedin.com/in/jason-guan-61817463

Contact info available upon request.