

Sim Chun You

FX/Tech Artist

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<http://simchunyou.com/>

<https://github.com/simchunyou>

Objective

Passionate in Computer Graphics, I have always enjoyed learning both artistic as well as technical skills and improving existing ones. With a particular interest in the effects pipeline as well as problem solving using scripting and code, I aspire to work with groups of talented people on amazing projects while ever continuing to learn, discover and grow.

Skills

Software

Houdini , Autodesk 3Ds Max, Autodesk Maya, Adobe Photoshop, Sony Vegas, Zbrush, Nuke, Fusion, Microsoft Word, Microsoft Excel, Microsoft Powerpoint

Computer Languages Python, Houdini vex, Maxscript

Familiar Renderers Vray, Renderman RIS, Arnold

Familiar OS Windows, Linux

Languages English, Mandarin (Speaking)

Work Experience

2019-Present **Random42** **Technical Director**

Job Scope:

- Create Pipeline and Project Tools for the company to speed up workflow
- Explore and RnD various CG techniques
- Solve project specific problems and create tools for others to use in case the problem comes around again in the future

2017-2019 **Random42** **CG Generalist**

Job Scope: Create 3D Visuals for Medical Visualisations. The range of media includes 3D Animations, Stills, VR and assisting in creating assets for Game Engines and AR. Create tools for both 3Ds Max and Houdini as well as doing RnD for various simulation and complex scene effects.

2015-2016 **CNN Visionaries** **CG Generalist**

Job Scope: Interpret the discoveries of Julia Greer, a scientist from Caltech, into a short animation piece for CNN visionaries 2020. The video can be seen on:

<http://money.cnn.com/video/technology/2016/03/15/julia-greer-nanotechnology.cnnmoney/index.html>

In this project my roles were:

- Environment and nanolattice modeling
- Procedural modeling and props rigging/animation using python scripts to automate the process.
- Lighting

- Rendering. Setting up renders and rendering required passes for compositing. Monitor renders on the render farm.
- Shading (Skyscrappers)
- R & D in achieving various effects to convey the discoveries.

2012-2014 Singapore Armed Forces, Army News Graphic Designer/Photographer
Job Scope: Worked for a monthly magazine publication, Army News as well as the Singapore Army Facebook Page. Other projects included:

- Graphic Designer for Army Work-plan 2013-2014
- Graphic Designer for SAF Day promotional posters
- Photographer for National Day 2013
- Graphic Designer for Army Posters
- Photographer for Army Exercises in Germany and Brunei
- Main Photographer for an Army Exercise in USA
- Creative Director for Army News Children's day special Photo Shoot

2011-2013 Illumtex Lighting and Consultancy Pte Ltd, Singapore Freelance Artist
Job Scope: Work closely with architects and designers to produce 2D Lighting Visualization for various hotels and shopping malls.

2012 Tiny Island Productions, Singapore Freelance Lighting Artist
Projects: Dream Defenders
Job Scope: In charge of lighting both environment (interior/exterior) and character shots for the series. Match the lighting of the shots to the lead lighter's while maintaining a sense of continuity between other shots.

2011 Internship at Southern Star Singapore Pte Ltd Lighting Intern
Projects: Banana in Pyjamas
Job Scope: In charge of lighting both environment (interior/exterior) and character shots for the series as well as maintaining a sense of continuity between shots. Help create main light rigs for both interior and exterior shots.

Education

2014 – 2017 Bournemouth University, Dorset, UK
Bachelor of Arts with First Class Honours
BA(Hons) Computer Visualisation and Animation
General Program Outline:

- Covered the general outline of a production pipeline from pre-production to post.
- Taught the basics of various programming languages such as C, Python and C++
- Undertook various individual and group projects at different parts of the pipeline
- Undertook various projects meant to explore, improve and innovate parts of the animation pipeline

2009 – 2012 Nanyang Polytechnic, Singapore
Diploma with Merit in Digital Media and Design Animation
General Program Outline:

- Covered the artistic side of the animation pipeline from pre-production to post.
- Taught various tools to create 2D and 3D animation
- Undertook various individual and group projects at different parts of the pipeline

Awards / Scholarships

2011 Safety @ Works 2011 Animation Competition. Third Runner Up.
2009 - 2012 Nanyang Polytechnic Scholarship

2009 - 2012

Directors List in Digital Media and Design Animation