



Henry Peng

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OBJECTIVE

To work as a 3D artist where I can apply my artistic and technical skills in a creative, team driven environment with opportunity for growth. Independent, hard-working professional with an eye for detail. At most I enjoy **LIGHTING, RENDERING, MATCHMOVING, and POST-PRODUCTION**. I am always trying to learn as much as possible from all parts equally. As a team player I really appreciate timing and precision on scheduled tasks.

WORK EXPERIENCE

Zoic Studios

<http://www.zoicstudios.com/>

Vancouver April 2010 – Present

3D Generalist

- Work with all aspects of shots from scratch to finish.

Stargate Studios

<http://www.stargatefilms.com/>

Vancouver March 2007 – April 2010

3D Generalist

- Work with all aspects of shots from scratch to finish.

Jin Sen Engineering Co., Ltd.

<http://www.twjsec.com/>

Taiwan June 2002 - June 2004

Henry Peng | Resume

<http://henrypeng.net>

Graphic design engineer

- Have drafted and designed the layout of products in AutoCAD
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Skills

Look Development

Using **Maya, Mental Ray, After Effects** and **Nuke** to create visions from real world references and imaginary scenarios.

Lighting and Shaders

Strong knowledge of **Mental Ray**, and **Linear Workflow**. Creating photorealistic lighting by using image based lighting, traditional lighting and hybrids. Solid knowledge with **Maya Hypershade**. Experience with **Renderman Slim**.

General 3D

Scene setup and prep work in **Maya**. **Modeling, Shading, Lighting, Animation, Rigging, Dynamics, Camera work and Rendering**. Experience with **MEL, Python** in **Maya**, and **RSL** in **Renderman**.

Matchmoving

Using **PfTrack, SynthEyes, Boujou**, **Nuke** and **Maya** to reproduce exact camera moves within a computer environment and **3D stabilization, Parallax** and **Rolling-shutter Correction & Creation**. Understanding of photography and the effects of different lenses on perspectives.

Compositing

Solid overall knowledge and experience with **Nuke, Fusion** and **After Effects** in regards to integrating and compositing CG elements.

EDUCATION

Vancouver Film School

Vancouver, BC Canada

Diploma: 3D Animation and Visual Effects

Jan. 2006 - Dec. 2006

Specializing in Compositing, Lighting, Matchmoving
, Rendering and Animation.

Diploma: Foundation Visual Arts & Design

Oct 2004 – Oct 2005

Specializing in Animation

Chung Hua University of Taiwan

Sept. 1996 – Jun. 2000

Bachelor of Computer Science & Engineering

Specializing in multi-media software development

TV Credits

- 2010 -

- Happy Town
- 24

- 2009 -

- Defying Gravity
- Heroes
- Saving Grace
- Trauma

- 2008 -

- Kyle XY
- Samurai Girl
- Scooby Doo! The Mystery Begins
- Merlin and the Book of Beasts
- October Road
- General Hospital

- 2007 -

- Reaper
- Dead Zone

Movie Credits

- 2007 -

- Battle in Seattle
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Language

- English
- Chinese