



Henry Peng | Resume

<http://henrypeng.net>

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

Stargate Studios

<http://www.stargatefilms.com/>
Vancouver March 2007 – Present

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

Graphic design engineer

- Have drafted and designed the layout of products in AutoCAD

Military Service

Taiwan Oct.2000 - June 2002

Corporal

Skills

Autodesk Maya

- Used as primary software for Thesis project.
- Extensive experience with lighting, shading, render pass set-up, camera projection and matching the camera angle of the plate.
- Intermediate user of Mental Ray in creating Photorealistic scenes.
- Understanding of Linear Workflow.

Nuke, Fusion, After Effects

- Experienced with plate tracking, colour correction and integrating multi-pass 3D renderings into live-action plates.
- Working Knowledge of node-based compositing and 3D-compositing

Adobe Photoshop

- Working knowledge of matte painting and set extension.

Boujou, PFTrack, and Syntheyes

- Strong knowledge of camera operation.
- Extensive working experience with many type of difficult shots.
- Able to deliver tracking in most common formats, fit them into existing photo/survey based sets.

Programming Language

- C/C++ : Basic
- Mel : Basic
- Python : Basic
- HTML : Intermediate

Platform

- Windows
- Linux

- Unix
- Mac

EDUCATION

FXPHD online Training

Jan10 Term Jan. 2010 - Present
MRY201: Production Rendering Techniques with
Mental Ray
NUK210: Nuke in Production I
NUK211: 3D Relighting Techniques in Nuke
PFT302: Advanced PFTrack II

Oct09 Term Oct. 2009 – Dec. 2009
PFT202: PFTrack in Production
PYT101: Python Scripting for Compositor
Syn202: Intermediate SynthEyes II

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

- 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
- To love and Die in LA

- 2007 -

- Reaper
- Dead Zone

Movie Credits

- 2007 -

- Battle in Seattle

Language

- English
- Chinese