

WILSON LAU

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CAREER OBJECTIVE

To contribute my passion and skills to superior project. To learn and to share idea and knowledge to fellow artist.

WORK EXPERIENCE

8sian Media, Arcadia, CA

Producer/ VFX Specialist, Jan 2016 – Present

- Contributed to all aspects of video production. Provided mentorship to interns. Worked with clients to generate idea and solve their problems.

TVB USA, Norwalk, CA

Production Assistant, Jun 2013 – Dec 2015

- Worked with production team on TV shows, events and commercials.

Legend 3D, Carlsbad, CA

Stereo Depth Artist, Oct 2012 – Jan 2013

- Worked with Legend 3D proprietary software to create 3D depth and volume from 2D image.

Hawaii Animation Studios, Honolulu, HI

3D Modeler/ Generalist, Mar 2010 – Sep 2011

- Successfully completed and created tons of high quality 3D models with clean topology on several animated shows.
- Dinosaurs Revolution (2011) Discovery Channel
- Fish and Chip (2011) Timoon, Cyber Group Studios
- NASA interactive game (2010) Avatar Reality
- Veggie Tail "The meaningful of life" (2010) Big idea production

EDUCATION

Full Sail University, Winter Park, FL

Associate Degree of Computer Animation , Jun 2006

Kaiser High School, Fontana, HI

High School Diploma, Jun 1998

ADDITIONAL SKILLS

- 3D Character and Hard Surface Modeling
- Human Anatomy and Mechanical Functionality
- UV Mapping/ Texturing
- Cinematography/ Editing
- English and Chinese Speaking

SOFTWARES KNOWLEDGE

- Maya
- Zbrush
- Keyshot
- Mari
- Topogun
- Photoshop
- Premiere
- After Effects

AWARDS AND HONORS

- Honored with a commendation from the County of Los Angeles for my numerous contributions to the citizens of Los Angeles County.
- Honored with an Award for excellence in visual arts from "The Scholastic Art & Writing Awards" .

ENDORSEMENTS

- Wilson has my highest recommendation. We have worked together on the "Dinosaurs Revolution" Discovery HD creature models in which he was directly responsible for creating high resolution characters in ZBrush, re-topologizing dozens of characters with thorough parameterization and edge loop design for realistic character / creature deformation, created pelted UV's and extraction of high resolution ZBrush displacement maps and built shading networks in Maya for Mental Ray. All of this was performed with exacting precision to exceed my expectations and provide a very professional character package for the client. I am most impressed with his thoughtful approach to solving complex problems under tight deadlines and limited resources.- Remington Scott, Computer Graphic Supervisor (808)352-0553 www.remingtonscott.com
- Wilson has a great eye and his background in fine arts makes him a solid creative force for our production team. Wilson's talent goes beyond his job description and I am excited that he is spreading his wings and advancing his career in the freelance world. Wilson's artistic style and creative edge will be a good fit for any outfit looking for an artist who will bring something unique and appealing to their design team. Wilson has proved to be a reliable and dedicated member of my crew. Working under tight deadlines and budgets, Wilson always manages to come to work with great enthusiasm and great ideas on how to make our assets look as good as they possibly can. He is a character modeler and his attention to detail is excellent. Wilson is also very fast and willing to take on any challenge. Any outfit hiring Wilson should count themselves lucky to have this incredibly talented artist as part of their crew.- Chris DiGiovanni, Studio Production Manager (808)255-3987