

PERSONAL

Name Nicky, Liu Yuen Chi (廖遠志)
Year of Birth 1980
Place of Birth Hong Kong
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Website <http://www.nickyliu.com>

EDUCATION & QUALIFICATION

2008.06 ~ 2009.01
Sony Computer Entertainment HK Ltd, [Premium Agency Inc](#), Cyberport
Certificate of Game Developer - Visual Artist (Digital Content Creation Camp)

2004.01 ~ 2004.07
The Hong Kong Productivity Council, Menfond Electronic Arts & Computer Design Co. Ltd.
Diploma of Professional Film Animation and Special Visual Effects

2003.12 ~ 2004.07
Multimedia Innovation Centre, The Hong Kong Polytechnic University
Digital 3D Artist Training Course

1999.09 ~ 2003.06
The Hong Kong Polytechnic University
Upper 2nd class honours, BSc (Hons) in Information Technology

1992.09 ~ 1999.06 Yuen Long Merchant Association Secondary School

EMPLOYMENT

2010.09 ~ 2011.07
[Animegg Kingdom Entertainment Ltd](#)
Generalist TD

- Develop tools for facial control and crowd system for the need of a whole feature film
- Work with rigger to improve rigging workflow and system
- Work with producers and hardware dealers about hardware & software needed for a new studio

2010.01 ~ 2010.09
[Belfry Animation and Toys Ltd](#)
Generalist TD

- Supervise effect team and tasks
- Explore the use of GPU in cg production
- Daily technical support for all teams

2009.04 ~ 2010.01
[Centro Digital Pictures Ltd](#)
Computer Animator (Effect Team)

- Beverly Hills Chihuahua 2 (2010)
Workflow development between Maya and Max, fur tests for muzzle
- Kungfu Cyborg 機器俠 (2010)
Rendering, compositing
- KFC commercial - Squirrel Story
Lighting, rendering, compositing, tools development, renderman shader writing
- Hong Kong Disneyland : A Sparkling Christmas
Fur setup, styling, rendering, renderman shader writing

2004.09 ~ 2008.05

Menfond Electronic Arts and Computer Design Co. Ltd

Senior Computer Animator

R&D Team (2005.04 ~ 2008.05)

Motion Team (2004.09 ~ 2005.03)

- CJ7 長江七號 (2008)
Tools development for fur rendering with 3delight
Working with consultant for the development and use of tailor-made fur shader
- Winx Club: The Secret of the Lost Kingdom (2007)
Workflow development involving geometry caching, fur, hair, cloth, and mayaman
Everyday problem solving and rendering support
- Secret 不能說的·秘密 (2007)
Technical and rendering support
- The Chinese Tall Story 情癡大聖 (2005)
Tools development and technical support of rendering with Mayaman
- Initial D 頭文字D (2005)
Camera tracking and Motion of CG cars

2004.01 ~ 2004.07

Department of Rehabilitation Science, PolyU

Part-time Project Assistant

- Develop a virtual reality based game for rehabilitation and living skill training with Virtools.
- Accomplish the tasks of modeling, texturing, animation, design and logic programming.

2001.06 ~ 2002.07

BNP Paribas (HK)

Technical Support (Student Trainee)

- Installation and support of the e-banking application.
- Everyday problem solving through hotline and on-site services.
- Improve the workflow by automating documents generation with MS Access and VBA.

EXPERIENCES

2005.09 ~ 2006.02

Course Tutor, "Diploma of Professional Film Animation and Special Visual Effects"

- Teach basic particle effect and design course materials.

2002.10 ~ 2003.04

Website Programmer, Student Hall of the University

- Set up and administer forum to enhance communication among hallmates.

AWARDS

2009.03

Finalist - Animation Category

14th Hong Kong Independent Short Film and Video Awards (IFVA)

TOOLSETS

Maya, Max, After Effect, Photoshop, 3delight

HOBBIES

Drawing, Sculpting, 3DCG, Football, Chess Game

REFEREES

Don Ma

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Animation Director, Centro Digital Pictures Ltd
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Clement Cheng

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CG Supervisor, Different Digital Design Ltd
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