

# NICKY LIU

Rigging / Pipeline TD

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A passionate 3D artist with over 10 years' experience in different areas of film and animation production. Specialises in character rigging and tools development. Eager to accept new challenges and utilize skills in creating stories with exciting characters and design.

Toolset: Maya, 3dsMax, Mel, Maxscript, Python, Ziva, UE4, Nuke

## MAJOR PROJECTS INVOLVED

Anita	2021	Rigging, Crowd
Shock Wave 2	2020	Rigging
Enter the Fat Dragon	2019	Rigging
The White Storm 2: Drug Lords	2019	Rigging
Shed Skin Papa	2018	Tools Dev, Animation
HK MPF: Old Master Q	2016	Rigging
HK Disneyland Sparkling Xmas Wonderland	2009	Fur Grooming & Hair Simulation, Shader Dev
KFC Chestnut Burger: Squirrel	2009	Tools Dev, Rendering
CJ 7	2008	Tools Dev, Technical support
Secret	2007	Tools Dev, Technical support
Winx Club: The Secret of the Lost Kingdom	2007	Tools Dev, Technical support
Battle of Wits	2006	Roto, Compositing
Initial D	2005	Tracking, Animation, Compositing
A Chinese Tall Story	2005	Tools Dev, Technical support

Showreel: <https://vimeo.com/nickyliu/demo1> <https://vimeo.com/nickyliu/demo2>

## PERSONAL INFO

**Birthplace** Hong Kong  
**Languages** Spoken - English, Cantonese Written - English, Chinese  
**Hobbies** Animation, sketching, chess, mathematics, longboarding

## PROFESSIONAL EXPERIENCE

### **Rigging / Pipeline TD @ Free-D Workshop** 2016 Jun - Present

- Responsible for rigging of characters, props, and setting up crowd systems.
- Daily troubleshooting and tools development to streamline workflow involving Maya, 3dsMax, Blender, Nuke, After Effect, and Shotgun.
- Assisted in setting up and adjusting mocap & photogrammetry devices to fit individual project needs.
- Pioneered study of advanced areas including crowd, feather, muscle and facial rigging.

### **Freelance Animator @ Go Animation** 2016 Jan - 2016 May

- Accomplished rigging tasks for TV and film projects.

### **Game Artist @ Touch Innovation** 2014 Apr - 2014 Dec

- Handled tasks of creating characters, sets, and animations for mobile games.
- Created promotional videos and materials for Kickstarter campaigns.

### **Graphic Intern @ OpenCog Foundation** 2012 Mar - 2014 Mar

- Managed visual tasks for a 3D Unity game project demo, implementing prototypes and contributing to discussions with AI programmers.
- Designed leaflets and edited promotional videos to support Crowdfunding campaign for OpenCog.

**Generalist TD @ Animegg Kingdom Entertainment** 2010 Sep - 2011 Aug

- A core member to help set up a brand-new animation studio in Mainland China.
- Participated actively in planning a workflow study for a full-length animated feature.

**Generalist TD @ Belfry Animation & Toys** 2010 Jan - 2010 Sep

- Responsible for everyday tools and technical support for 3D artists.
- Researched and studied mocap & GPU rendering solutions to improve production efficiency.
- Assisted in recruiting new VFX artists and arranging VFX tasks.

**Computer Animator @ Centro Digital Pictures** 2009 Apr - 2010 Jan

- Engaged in fur/hair grooming, simulation, shader writing, and tools development.
- Designed a caching tool for Disney projects which was essential to work across Maya & 3dsMax.

**Senior Computer Animator @ Menfond Electronic Arts** 2004 Sep - 2008 May

- Responsible for animation, simulation, tools development & maintenance.
- Collaborated closely with artists in customizing tools and workflow.
- Initiated learning and testing of new tools for potential project needs.

EDUCATION & QUALIFICATION

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**Finalist, 14th Hong Kong Independent Short Film and Video Award (Animation Category)** 2009 Mar

- Great experience attending screening session and exchanging ideas with the audience.

**Certificate of PS3 Game Developer (Visual Artist)** 2008 Jun - 2009 Jan

- Acquired hand-on experience in asset creation and game programming in Sony PlayStation 3.
- Managed team members to contribute to the final project with fulfilling result.

**Diploma of Professional Film Animation & Special VFX** 2004 Jan - 2004 Jun

- Acquire production skills from experienced VFX artists and practitioners in Hong Kong.
- Succeeded in striving for an interview opportunity and started working in the industry.

**Digital 3D Artist Training Course, HK PolyU** 2003 Dec - 2004 Jul

- Acquired skills of graphic design, figurative drawing, sculpture, cell animation, and 3D animation.

**Upper 2nd class honours, BSc (Hons) in Information Technology, HK PolyU** 1999 Sep - 2003 Jun

- Acquired essential skills in system & web development and computer languages. Devoted greatly in the final year game project which was selected to help promote the Department of Computing.

REFERENCES

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<b>Ben Goertzel</b>	Co-founder of OpenCog	ben@goertzel.org
<b>Don Ma</b>	Head of CG/Executive Producer of Zenith Digital Creation	don.ma@tvb.com.hk
<b>Dr Simon Shiu</b>	Assistant Professor of Department of Computing, HK PolyU	csckshiu@comp.polyu.edu.hk