NICKY LIU

Rigging / Pipeline TD

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Passionate 3D artist with over 15 years’ experience in different areas of film and animation production. Specializes in character rigging and tools development. Eager to accept new challenges and utilize skills in telling stories with exciting characters and design.

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

MAJOR PROJECTS INVOLVED

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| Anita | 2021 | Rigging, Crowd |
| Shock Wave 2 | 2020 | Rigging |
| Enter the Fat Dragon | 2020 | Rigging |
| The White Storm 2 : Drug Lords | 2019 | Rigging |
| Shed Skin Papa | 2016 | Tools Dev, Animation |
| HK Mandatory Provident Fund : Old Master Q | 2016 | Rigging |
| KFC Chestnut Burger : Squirrel | 2010 | Tools Dev, Rendering |
| HK Disneyland : A Sparkling Christmas | 2009 | Fur Grooming & Hair Simulation, Shader Dev |
| 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 |

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

PERSONAL INFO

**Birthplace** Hong Kong

**Languages** Spoken – Cantonese, English Written – Chinese, English

**Hobbies** Animation, sketching, chess, longboarding

PROFESSIONAL EXPERIENCE

**Rigging / Pipeline TD** @ Free-D Workshop **2016 Jun – Present (over 6 years)**

* Responsible for rigging of characters, props, and crowd system setup.
* Daily troubleshooting and tools dev for workflow involving Maya, 3dsMax, Nuke, AE, and Shotgrid.
* Assisted in setting up and maintaining mocap & photogrammetry devices to meet project requirement.
* Pioneered study of crowd system, feather setup, muscle simulation and facial rigging.

**Freelance Animator**@Go Animation **2016 Jan - 2016 May  (4 months)**

* Accomplished rigging tasks for TV and film projects.

**Game Artist** @Touch Innovation **2014 Apr – 2014 Dec  (8 months)**

* Created character, set, and animation assets for testing mobile game ideas.
* Designed promotional videos and materials for Kickstarter campaign.

**Graphic Intern** @ OpenCog Foundation **2012 Mar - 2014 Mar  (2 years)**

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

**Generalist TD**@Animegg Kingdom Entertainment **2010 Sep - 2011 Aug  (11 months)**

* One of the core members to help set up a new animation studio in China.
* Participated actively in developing workflow for a full-length animated feature.

**Generalist TD**@ Belfry Animation & Toys **2010 Jan - 2010 Sep  (8 months)**

* 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 FX artists and managing FX tasks.

**Computer Animator** @ Centro Digital Pictures **2009 Apr - 2010 Jan  (9 months)**

* Engaged in fur/hair grooming, simulation, shader writing, and tools development.
* Designed tools for Disney projects to bridge between Maya & 3dsMax.

**Senior Computer Animator** @ Menfond Electronic Arts **2004 Sep - 2008 May  (over 3 years)**

* 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

**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  (7 months)**

* Acquired hands-on experience in asset creation and game programming in Sony PS3.
* Coordinated the team to contribute the most into the final project.

**Diploma of Professional Film Animation & Special VFX  2004 Jan - 2004 Jun (5 months)**

* Learning of 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  (7 months)**

* Learning 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  (almost 4 years)**

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

REFEREES

**Ben Goertzel** Co-founder of OpenCog ben@goertzel.org

**Don Ma** Director, Post Production of TVB don.ma@tvb.com.hk

**Dr Simon Shiu** Assistant Professor of Department of Computing, HK PolyU csckshiu@comp.polyu.edu.hk