

# RANDY UI

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## PROFILE

- Determined, with a strong work ethic and a positive attitude
- Independent and efficient problem solver
- Able to learn new software and techniques quickly and proficiently
- Well organized and reliable to meet deadlines

## EDUCATION

### Visual Effects for Film and Television Diploma

2007-2009

*Student Association – Visual Effects Representative*

The Art Institute of Vancouver

## EXPERIENCE

### Prime Focus VFX – (Twilight: New Moon)

June – September 2009

*Lighting and Rendering Artist*

- Lit and rendered multiple assets in separate passes to meet compositors requests
- Modeled, textured, and lit set props
- Helped find creative solutions in scene layout to please client's needs

## SOFTWARE SKILLS

### Maya

Strengths in modeling, texturing, lighting, shading, and rendering for production

### 3D Studio Max

Experience with lighting, shading, and rendering assets

### ZBrush/Mudbox

Proficient in sculpting and exporting normal, cavity, and displacement maps

### Fusion & After Effects

All around knowledge and experience in tracking, keying, rotoscoping, paint fixes, and compositing of 3D elements

