

# Chen-Hung Lai, Edward

[www.inthemoodforlight.com](http://www.inthemoodforlight.com)

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## OBJECTIVE

Creative and self-motivated lighting/texture artist seeking a position in the computer graphics industry, to utilize my aesthetic sense and technical skills.

## SUMMARY OF QUALIFICATIONS

- Strong understanding of light, color and mood.
- Knowledgeable of All CG environment lighting and live-action compositing.
- Effectively able to work with diverse group of people, a team player.
- A fast learner and an effective problem solver.

## SKILLS

- Software Proficient with Maya, XSI, Photoshop, Painter and AfterEffect  
Experienced with 3D Studio Max, Lightwave, Zbrush, DeepPaint 3D  
Shake, Realviz Modeler, Matchmove, Boujou
- 3D Skill **Modeling** : NURBS and Polygonal(SubDivision) modeling  
**Texture** : Realistic& stylized texture creation and procedural network-shading skill  
**Rendering** : Lighting, rendering in Muti-pass and compositing  
**Mental Ray Render** : XSI&MAYA mental ray proficient  
**Hair & Fur** : Proficient in Hair and fur system ( in Xsi and Maya )
- Other Photography and Cinematography

## EXPERIENCE / CREDITS

- 1 2 , 2 0 0 4 **Illusion-Shadow Studio, Houston Texas**  
~Current Lighting & Rendering Artist for 9 episode fully CG animated series (60 minutes).
- 06.01~06.16 **Inhance Digital Corporation, San Jose**  
2004 Texture Artist (freelance)- texturing buildings and soldier characters for war cinema  
tics
- 05.28~06.01 **CGTalk.com, XSIbase.com** front-page news for image work titled  
2004 Character : Carolyn <http://www.cgtalk.com/showthread.php?threadid=145544>
- 04.01~07.31 MFA thesis project art boards selected to display at entrance of Department of 3D  
2004 Animation & Visual Effects, Academy of Art College, San Francisco
- 01,2004 Second Place of Softimage.com Gallery Award for January 2004  
2004 Digital Image Art Work “ The She In Me”
- 06 - 08 **Wang Tzi Bo Studio., Taipei , Taiwan**  
,2000 As an AfterEffect layer-based animator - for a 4 minutes Cartoon style MTV

## EDUCATION

- 9/00 -12/03 Master of Fine Art (MFA) in 3D Animation& Visual Effects  
Academy of Art College, San Francisco
- 9/99 -6/00 Certification of Professional Art Portfolio Development & Training  
AIC International Digital Education, Taipei, Taiwan
- 9/93 - 6/97 Bachelor of Management of Business Administration  
SooChow University, Taipei, Taiwan