Marvin M. Chua
Senior Lighting Artist

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EXPERIENCE

Senior CG Senior Look Development Artist, Atomic Cartoons, Vancouver, BC November 2020-Present
- Created the final look of assets used in animated CG television series.
- Created Renderman materials and shader networks to make cartoonish designs have physically real qualities when lit in Katana.
- Worked with various texture maps to refine the look and realism of assets rendered in different lighting environments.

Lighting Artist, Method Studios, Vancouver, BC February 2019-September 2020 & September 2017-September 2018
- A Babysitter's Guide to Monster Hunting
  - Lighting of creatures and props using Katana/Renderman.
  - Set up sequence light rigs and templates for other artists to use.
- For All Mankind
  - Lighting of characters, props, and vehicles using Katana/Renderman.
  - Lighting of the earth in Houdini/Mantra.
- Men in Black: International
  - Lighting of characters, props, environments, and creature FX simulations using Houdini/Mantra.
- Black Panther
  - Lighting of characters, props, and environments using Maya/VRay.
  - Lighting of FX explosion interactions

Digital Artist - Lighting and Compositing, Animal Logic, Vancouver, BC September 2018-December 2018
- The Lego Movie 2: The Second Part
  - Lighting of characters, props, vehicles, and environments using Maya and their proprietary renderer.
  - Composited rendered elements in stereo for final delivery, and provided simplified grade mattes to give more adjustment options to DI.

Lighting Technical Director, Moving Picture Company, Vancouver, BC May 2017-September 2017 & October 2014-May 2016
- Justice League
  - Lighting of characters, props, and environments full CG and against plate.
  - Used Katana/PRMan to light and render shots.
- Built sequence templates and light rigs for other lighters use as a base setup.
- Lookdev of digidoubles
- Lighting of FX simulations using Katana/PRMan and Maya/Flowline/VRay
- Troubleshooting of issues encoutered in Flowline graphs and provided support to colleagues in fixing their shots.

3D Generalist, Zoic Studios, Vancouver, BC March 2017-May 2017
- Once Upon A Time (Episodes 616-622)
  - Lighting of characters, props, and environments.
  - Lookdev of environment lighting and shaders.

Lighting Artist, Digital Domain, Vancouver, BC May 2016-March 2017
- Fast & Furious 8
  - Lighting of arctic environments, buildings, and props using Maya/VRay.
- Power Rangers
  - Lighting of robotic Zords and digidouble rangers using Maya/VRay.
  - Lighting of crowd simulations and Zords in battle scenes.
  - Set up light interactions of tracer fire and explosions with characters and environments.
- Beauty and the Beast
  - Lighting of Beast character using Maya/VRay.

EDUCATION

July 2012- Rhythm & Hues Lighting Apprenticeship, El Segundo, CA
- Lighting and rendering of CG characters in RIPD shots to have them realistically fit into background plates

May 2004- University of Central Florida, Orlando, FL
- B.A. Digital Media- *Specialization in Internet/Interactive Systems*

SKILLS/SOFTWARE

Lighting	Renderman	Houdini	Linux/Unix, Windows & OS
Lookdev	Maya	Nuke	Python
Katana	V-Ray	Substance Painter	C Shell Scripting