

Summary

- Compositing in an organized and procedural fashion.
- Reliable team player who works well within tight schedules.

Skills

- Nuke (Look Dev, Set Extension, CG Integration, Keying, Tracking, Color Correction and Paint).
- As a passionate photographer I have a strong eye for color, composition, and lighting.
- Python scripting.

Experience

- **Compositor** - Digital Domain 2014.02 - Present
 - Avengers: Infinity War (2018)**
 - Thor: Ragnarok (2017)**
 - Spider-Man: Homecoming (2017)**
 - Beauty and the Beast (2017)**
 - Free State of Jones (2016)**
 - Deadpool (2016)**
 - Pixels (2015)**
 - Furious 7 (2015)**
 - Night at the Museum: Secret of the Tomb (2014)**
 - X-Men: Days of Future Past (2014)**
- **Compositing Look Development TD** - Zoic 2013.08 - 2014.02
 - Once Upon a Time in Wonderland (2013-2014)**
- **Compositor** - Goldtooth Creative 2013.05 - 2013.08
 - Ender's Game (2013)**
- **Compositor** - Zoic 2012.11 - 2013.05
 - Once Upon a Time (2012-2013)**
- **Compositor** - Goldtooth Creative 2012.04 - 2012.11
 - Crysis 3 (2013)**
 - Batman: Arkham Origins (2013)**
- **Pipeline TD** - Arcana 2012.02 - 2012.04
 - Responsible for pipeline creation and asset management for an iOS game.
- **Compositor** - Goldtooth Creative 2011.11 - 2012.01
 - Sleeping Dogs (2012)**
- **Videographer** - Puti 2011.07 - 2011.09
- **Compositor** - Dotstudios 2011.01 - 2011.06
- **Editor** - Fuding Television Network 2009.07 - 2009.09
- **Editor** (Intern) - Multimedia Institute of Sangmyung University 2008.01 - 2008.02

Education

- **Master of Digital Media** 2010 - 2012
 - Centre for Digital Media, Vancouver, Canada
- **Bachelor of Digital Media** 2006 - 2010
 - Beijing University of Posts and Telecommunications, Beijing, China