

COBOL YU - CFX ARTIST

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I am a VFX artist based in Vancouver with more than seven years of experience working in feature films. I have a versatile skill sets across a range of CG disciplines with team leading experience and a strong aptitude for problem solving. I am seeking employment in a creative, professional studio environment.

SKILLS

- nCloth and nHair simulation, sim rig setup, shot sculpting, blendshapes and deformer animation, 3D modeling, Digital sculpting

Software: Maya, SOuP plugin, Xgen, Zbrush, PhotoShop, Nuke, PFMatchit, Silhouette

OS: Windows, Mac, Linux.

EMPLOYMENT

- | | | |
|---|----------------------------|---------------------|
| Technical Animator | Method Studios | Feb 2016 - present |
| <ul style="list-style-type: none">• Black Panther (2018): Rhino armor simRig setup, rhino armor and muscle simulation, digi-double cloth sim.• Justice League (2017): Wonder woman armor simRig setup and sim.• Okja (2017): creature muscle sim.• Spider-Man: Homecoming (2017): Spiderman cloth sim.• King Arthur: Legend of Sword (2017): Blacklegs digi-double sim.• Doctor Strange (2016): Dr.Strange digi-double cloth sim.• Captain America: Civil War (2016): shot sculpting for Ironman and Bucky. | | |
| Depth Artist | Gener8 Digital Media Corp. | Jun 2014 - Jan 2016 |
| <ul style="list-style-type: none">• Set camera depth in Gener8's proprietary software and Nuke.• Render and integrate CG elements into final composite for clean-plating.• Went to Mumbai, India for one month to help set up and train a team of over 25 artists at the newly established Gener8 India studio (May 2015 - June 2015)• Production: Batman v Superman: Dawn of Justice (2016), Jupiter Ascending (2015), The Grandmaster 3D (2015 3D re-release), Insurgent (2015), Pixels (2015), The Hunger Games: Mockingjay - Part2 (2015) | | |
| Assistant Rotomation Lead | Gener8 Digital Media Corp. | Oct 2012 - Jun 2014 |
| <ul style="list-style-type: none">• Mentor and schedule workload for a pod of up to 5 artists.• Primary modeler for new assets creation and responsible for maintaining in-house asset library.• Provide feedback for on-going development of our proprietary tools. Working closely with asset supervisor and the tech team to improve pipeline efficiency.• Production: Jack the Giant Slayer (2013), Iron Man 3 (2013), Thor: The Dark World (2013), 300 Rise of an Empire (2014), Godzilla (2014), Maleficent (2014), Guardians of the Galaxy (2014) | | |

Modeler/Animator

Gener8 Digital Media Corp.

Feb 2011 - Dec 2012

- Use Lidar scans and on-set reference photos to build scale accurate 3D sets and layouts.
- Modeled, rigged and animate characters to match live action plate.
- Productions: Priest 3D (2011), Conan the Barbarian (2011), Harry Potter and the Deathly Hallows: Part 2 (2011), Ghost Rider 2: Spirit of Vengeance (2012), Wrath of the Titans (2012), Prometheus (2012), The Amazing Spider Man (2012).

Teacher

Colégio Diocesano de São José, Macau China

Aug 2008 - Aug 2009

- Biology and computer teacher for grade 7 to 12

EDUCATION

Vancouver Film School, Vancouver BC

2009-2010

Diploma in 3D Animation and VFX, specializing in 3D Modeling
Graduated with Honors

University of Calgary, Calgary AB

2004-2008

Bachelor of Science degree in Biological Sciences with focus in Zoology
Minor in Anthropology

Reference available upon request.