

# JEVON TSEN

V F X Artist

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## Career Objective

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To earn an excellent reputation in the industry so as to demonstrate my ability to be a strong and proficient Lighter/Compositor as well as to understand all aspects of visual effects in order to be a well-rounded artist while maintaining high interest and achievement.

## Summary of Qualification

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Demonstrated professional work ethic in dealing with deadlines. A keen eye when dealing with lighting and composition. Good understanding of the pipeline and how it contributes to streamline production. Proven strong technical ability and good understanding of lighting theories.

## Areas of Expertise

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Maya (Pro)

Modo (Intermediate)

Nuke (Pro)

Photoshop (Pro)

After Effects (Pro)

Mocha (Intermediate)

Mudbox (Intermediate)

Linux (Intermediate)

Boujou (Intermediate)

XSI (General)

Fusion (General)

3D Max (General)

Motion Builder (General)

HTML, MEL and Python (Basic understanding)



## **Professional Profile**

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**July 2014 – Presently | VFX Artist, Senior Compositor / Lighter | CoSA VFX**

**"Gotham"** - Episodic Television

- Aside from Compositing, occasional lighting and rendering, utilizing Modo, Look Dev, on mainly environments.

**March 2014 – June 2014 | VFX Artist, Compositor | Artifex Studios**

**"If I stay"** - Feature film

**"Falling Skies"** - Episodic Series

**"The Fairly Odd Parents"** - Nickelodeon Movie

- Working with 2K Plates, Face replacement,
- Hair Spline Warping, putting back hair detail and integrating CG Blood in snow.
- Tracking, match grading, colour correcting, paint out, and roto

**April 2013 – March 2014 | VFX Artist, Compositor | Zoic Studios**

**"Big Eyes"** - Feature film

**"Hot tube Time machine 2"** - Feature film

**"Once upon a time, Season 3"** - Episodic series

**"Once Upon a Time in Wonderland"** - Episodic series

**"Big Thunder"** - Pilot Television

- Compositing techniques
- Keying, 2.5D Projections, Tracking, CG Integration and Colour Correcting



**June 2013 - Presently | Creative Director / Senior Lighter, Compositor | Icon Creative Studio**

**Lighting and Rendering - Game Cinematic Trailers**

- Lighting shots base on client needs
- Working and helping to maintain naming conventions and folder structures
- Surfacing and texturing assets when needed, depending on a shot
- Maintaining a tight deadline and delivering

**Creative Director - Concord Pacific, motion graphics**

- Providing creative direction to artist
- Meeting with clients to assure compatible vision

**February – March 2013 | VFX Artist, Compositor | Drawn By the Light VFX**

**"This is the End"** – Feature Film

**"Mad Men, Season 6"** – Episodic Television

- Compositing techniques
- Look Development in Nuke
- Imputing different ideas and solutions and trouble shooting

**July – September 2012 | VFX Artist, Compositor | Mechnology Visual Effects Studio**

**"Girl vs. Monster" Disney** – Television Movie

- Compiling effects element from CG and compositing into live action plates
- Look Development in Nuke after receiving elements from CG artist
- Supporting CG department by imputing different ideas and solutions for trouble shooting



## **February – April 2012 | Lighting Artist | Rainmaker Entertainment Inc.**

### **"Escape from Planet Earth" – Animated Feature Film**

- Lighting shots/sequences based on the rigs created by the Principal, Lead or Supervisor.
- Work within the lighting and rendering pipeline.
- Demonstrate capability of troubleshooting common rendering and lighting technical issues.
- Interpret and implement feedback from the Supervisor or Lead in a timely manner.
- Collaborate with the Surfacing Team in achieving the desired look; establishing the production design complexity and lighting behavioral consistency as it pertains to characters, props and environments.
- Collaborate with Effects Artists to test efficacy of the special effects and modifying lighting as necessary.

## **January 2012 – July 2013 | Program Advisory Committee member | The Art Institute of Vancouver**

- To help facilitate industry representation and provide feedback on existing as well as future programs, in addition to ensuring program relevancy over time.
- Help forecast future trends.
- Promote the program and help The Art Institute build better working relationships within the business community.
- Review program outcomes and pinpoint opportunities for improvement.
- Make recommendations on new program proposals.

## **January 2010 – January 2012 | CG Generalist / Lighting and Rendering Artist | Goldtooth Creative**

**"Square Enix and United Front: Sleeping Dogs"** - live action trailer

**"Warner Bros: Mortal Kombat: Legacy"** - live action mini series

**"Activision and Radical Entertainment: Prototype 2: Homecoming"** - Game cinematic

**"EA: Medal of Honor"** - Game Cinematic

**"Activision: Spider-Man: Shattered Dimensions"** - Game cinematic

**"Eidos Montreal and Square Enix: Deus Ex: Human Revolution"** - In game cinematic

- Working with live action footage to get the right look of the CG object.
- Responsible for surfacing, texturing, modeling, lighting and rendering. Also working closely with the compositing supervisor and VFX supervisor to get the final look of the shader material.
- Working of references provided by the client and taking direction from the director in order to achieve the right look of the CG material.
- Responsible for surfacing, texturing, modeling, lighting and rendering; mainly working with environments.



## **Education**

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**The Art Institute of Vancouver, Burnaby, BC**

Diploma: Visual Effects for Film and Television, 2007-2009

Award Received on March 21, 2013:

Certification of recognition awarded for the induction into  
The Art Institute of Vancouver  
Alumni Wall of Fame

**Vancouver Career College, Vancouver, BC**

Diploma: Web/Graphic Design, 2000-2001