

ADAM WONG

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Work Experience

Apr 2023 – Present

Industrial Light & Magic (VFX Post-Production Studio), Sydney, Australia

Generalist on feature films and episodics

- Environment modelling, shading, lighting, layout, set dressing, rendering and compositing
- Houdini Solaris / Renderman / Karma

Jan 2021 – Mar 2023

Alt.VFX (VFX Post-Production Studio), Brisbane, Australia

Lighting/FX Artist on feature film, TV and commercials

- Houdini/Arnold look-dev, lighting, assembly and rendering
- Nuke bash compositing CG
- FX simulations (pyro/flip/vellum/fur)
- Creature grooming (Brushtail Possum/digital human hair/furry game creature)
- Procedural environments (moon surface/grass cliffides/grass fields/snow)

Jan 2019 – May 2019

Chimney Group (VFX Post-Production Studio), New York City, United States

VFX Intern on feature film and commercials

- Composited blue screen shots (keying)
- Rotoscoped talent and objects in a shot
- Graded, colour matched, and grain matched footage
- Integrated CG props and particles into live-action footage
- Cleanup using 3D and 2D tracking techniques (created clean plates & 3D projection)

Feb 2016 - Dec 2020

WTFN (TV Production Company), Melbourne, Australia

Assistant Editor/Avid Technical Support Assistant on broadcast TV

- Prepare hardware and software for editors and edit assistants (for remote work)
- General technical support for producers, editors and edit assistants.
- Log, ingest and back up footage and files
- Prepared Avid projects/systems with footage, files and folder structures for editors
- Quality control check masters and reels
- Conformed and exported deliverables for clients, producers and broadcasters

Education

Mar 2017 - Nov 2020

Swinburne University of Technology, Melbourne, Australia

Bachelor of Animation, Minor in Visual Effects - GPA: 3.7

Additional Education

Josh Park's online *CG Compositing Beginner to Advanced* masterclass

Ben McEwan's online *Python for Nuke 101* class

Awards

2022 - Official Selection at AniMate Australian Film Festival - Creative Director Short 'For the Throne'

2022 - Official Selection at Monstra Lisbon Animation Festival - Creative Director Short 'For the Throne'

2021 - Official Selection at St Kilda Film Festival Student Animation - Creative Director Short 'For the Throne'

2020 - Highest Achieving Graduate of 2020 for the Bachelor of Animation

2017 - Dean's Outstanding Achievement Scholarship

Referees on request