

LIN FAN LIU

👤 Profile

Lighting and compositing artist who is trained with industry professional skill and specialized in lighting and compositing. I am self-driven and passionate person with critique eyes and creative problem-solving skill.

📁 Employment History

Lighting Artist at MPC, Montréal

February 2019 — April 2020

Artemis Fowl

lighting artist

Godzilla vs Kong

lighting artist

Junior Artist at Stargate Studios, New York City

September 2018 — January 2019

Ray Donovan Season 6

compositor

Grey's Anatomy Season 15

compositor

The Resident

compositor

The Digital Animation & Visual Effects (DAVE) School at The Digital Animation & Visual Effects (DAVE) School, Orlando

2017 — 2018

"Dave School Thing 2"

Commercial Shot Series

modeling two main characters.

making water simulation.

lighting one scene.

compositing one shot.

Internship 2D Animator at TANCO TOONS, Lafayette

May 2014 — August 2015

Do You Want It

Papa Grows Funk Documentary

animation lookDev

2D hand draw animation

Details

6362 keystone way, Fontana,
92336, United States, 3375402180

linliu3d@gmail.com

Skills

Modeling: Maya, Zbrush

Texturing and UV: UVlayout,
Adobe Photoshop, Substance
Designer, Mari

Lighting and Rendering:-
Renderman, Katana, Arnold,
Vray,

Compositing: Nuke, Adobe After
Effect

Hot Key: character rigging, Hand
Key animation, PBR rendering,
linear workflow, daizy-chaining
for UDIMS

Other: Shotgun, Adobe
Indesign, Adobe Illustrator,
TVpaint

Languages

English

Chinese

Links

[Website](#)

🎓 Education

Visual Effects Production, The Digital Animation & Visual Effects School, Orlando

March 2017 — March 2018

Bachelor OF Fine Arts - Digital Animation, University of Louisiana at Lafayette , lafayette

August 2012 — December 2016

EXHIBITIONS AND SHOWINGS

Fresh Pickins' Show , lafayette

2017

Acadiana Center for the Arts Museum