



## EXPERIENCES

# PHUONG ONG

Lighting & Compositing Artist

### CG Lighting and Compositing Artist

July 2015 - Present

#### Digital Frontier FX, Los Angeles, CA, US

- \* Responsible for lighting and compositing for TV commercials and feature films.
- \* Texturing and shading if needed.

### NASA Collaborative Projects

SCAD Collaborative Learning Center Project  
October 2014 - December 2014

#### "Photon Jump" animation, ICESat-2 Biomes poster, ATLAS banner

- \* Collaborative project in creating a short animation to promote NASA new ICESat-2 mission.
- \* Working in Lighting, texturing, shading and rendering to create 3D scenes.
- \* Executed a custom toolset to create desired effects.
- \* Troubleshooting some rendering issues for animation and banding issue in printing.

### Freelance, Motion Media design

November 2012 - December 2012

#### "Chao 2013" - TV-show, Vietnam

- \* Digital background design for musical shows.

#### "Unilever Sustainable Living Plan 2012" - End-Year Ceremony, Vietnam

- \* Teamwork in creating short animation & digital background for company events.

#### "Zing Music Award 2012" - Music Live-show, Vietnam

- \* Digital backdrop design for music concert.

### CG Generalist

March 2011 - March 2014

#### ZOOM, Vietnam

- \* 3D animation, lighting, rendering and tracking, particle and real-flow simulation for TVC projects.

### CG Artist

June 2010 - January 2011

#### Vina Animation Inc, Vietnam

- \* Modelling, texturing, lighting, and key framing vfx for TVC and architectural design advertising.
- \* Rotoscoping and compositing for feature films and TVCs.

## EDUCATION

### Master of Visual Effects

March 2013 - March 2015

#### Savannah College of Art & Design (SCAD)

Savannah, Georgia, United States.

### Bachelor of Multimedia Design

March 2007 - November 2010

#### RMIT International University Vietnam (RMIT)

Ho Chi Minh City, Vietnam.

## SKILLS

- \* Skilled at modelling, texturing, lighting, 3D animation, rendering, fluid simulation.
- \* Enhanced lighting skill, trained in look development, dynamic effects, tracking and compositing.
- \* Proficiency in concept development.

## SOFTWARE

- |           |             |            |               |                 |
|-----------|-------------|------------|---------------|-----------------|
| * Maya    | * Mentalray | * Realflow | * Sillhouette | * After Effects |
| * Houdini | * Renderman | * Vue      | * Syntheyes   | * Photoshop     |
| * 3D Max  | * V-ray     | * Nuke     | * Combustion  | * Illustrator   |