

# Pei Chun Fang (Emily)

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## **OBJECTIVE**

To apply my artistic and technical skills as a Visual Effect Artist in a team oriented creative environment with opportunity for growth.

## **EDUCATION**

### **Vancouver Film School**

*Vancouver, BC Canada*

3D Animation and Visual Effects Diploma.

*Jan. 2005-2006*

### **University of Oregon**

*Eugene, Oregon USA*

Bachelor of Science Multimedia Design.

*2001-2004*

## **SOFTWARE Experience**

Autodesk Maya, Blastcode, Autodesk 3ds Max, Afterwork FumeFX, RayFire, Next Limite Realfow, Pixologic Zbrush, Adobe Photoshop, Adobe AfterEffects, 2d3 Boujou, Softimage XSI, Adobe Illustrator, Adobe Premiere, Crazy Bump

## **WORK EXPERIENCE**

### *Warner Brothers TV*

#### **Visual Effect Artist / 3d Generalist**

*Burnaby, BC Canada*

**Supernatural Season 6**

**Supernatural Season 5**

*July 2009-March 2011*

### *Rainmaker*

#### **Lead Character Modeller**

*Vancouver, BC Canada*

**Barbie: the Mermaid Tale**

Character modelling, Texturing, Fur, Scheduling, Problem Solving, Facial Rigging

**Barbie and the Three Musketeers**

Character & Prop modelling, Texturing, Fur

**Barbie: Thumbelina**

Character modelling, Texturing, Fur, Scheduling, Problem Solving, Facial Rigging

**Barbie and a Christmas Carol**

Character modelling, Texturing, Fur

**Barbie: The Diamond Castle**

Character modeling, Texturing

**Barbie: Mariposa**

Character, Set & Prop modeling, Texturing, Facial Rigging

**Max Steel: Dark Rival**

Character, Set & Prop modeling, Texturing

*Jan.2007- July 2009*

*References available upon request*