

# Jeang Jenq Loh<sup>2019</sup>

Prep Artist/Compositor/Comp TD

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I am a visual effects compositor/artist specializes in film productions. I have an extensive photography and lighting experience, and I can contribute to most aspects in a production from shooting on set to the final grading. My strongest skills are as a roto/paint/compositing artist. My knowledge in mathematics and python often helps me create and improve my everyday tools as well.

## Experience

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- **Freelance Artist** July 2018– May 2019  
*Blockhead VFX*
  - Compositing.
  - Tracking, Roto/Prep work.
  - Shot layout.
  - Simple rig and animation.
- **Roto/Prep Artist/Pipeline/Compositor** Dec – Feb 2018  
*June*
  - Matte extraction and compositing.
  - Editorial and wrangler.
- **Director/Pipeline/Compositor/Grading** Aug – Oct 2017  
*Stuffed, Media Design School*
  - Directed a team of five to make an animated short film.
  - Project/Bidding management with excel.
  - NukeStudio for editing, monitoring and developing a basic pipeline.
  - Sound recorder and mixer with Adobe Audition.
  - Final grading and LUTs export with Davinci Resolve.
- **Compositor** Apr – July 2017  
*As You Command, Media Design School*
  - Developed deep compositing template, lens distortion workflow, crowd simulation in Nuke.
  - Tracking/Rotopaint and compositing artist.
- **Casual Translator** Feb – Dec 2017  
*Huhu Studios, Auckland*
  - Maya/Nuke/Pipeline technical documents Mandarin/English translation or proofreading .
- **Product Photographer** 2015 – 2016  
*Roberts Heritage Ltd, Auckland*
  - Photography of tiles with glossy/matte/reflective/rough texture.
  - Eliminate reflections in tiles while shooting.
  - Design product brochure.

## Education

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- **Media Design School, Auckland, New Zealand** 2015 – 2017  
Bachelor of Art & Design – Compositing

## Languages

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- English
- Mandarin
- Cantonese
- Python
- Mel

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## Software

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- Proficient in:
  - The Foundry Nuke
  - Autodesk Maya
  - Silhouette FX
  - Syntheyes
  - Mental Ray
  - Vray
  - Adobe Creative Suites
  - Davinci Resolve
- Operating System
  - Linux (CentOS, Fedora, Manjaro, Ubuntu)
  - Windows
- Knowledge in:
  - SideFX Houdini
  - Natron
  - 3DEqualizer
  - PF Track
  - The Foundry Mari
  - Red Giant Trapcode Suite

## Written tools for Nuke

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- [cmdExecute](#): Simple pop up interface to execute a node with terminal.
- [setProjDir](#): Set project directory and automatically swap file paths to relatives.
- [ffmpeg\\_write](#): A custom node that launches ffmpeg to convert sequences.
- [read\\_tools](#): A collection of scripts that modify read nodes settings.
- [cmdLaunch](#): Relaunch Nuke from cmd/terminal and keep your error messages!
- [ContactSheetCrop](#): Easily crop out everything plugged into a contact sheet.
- [propertiesToggle](#): Toggle nodes' (inside gizmo/group as well) properties, or close all properties.
- [frameServerStatus](#): A panel to display currently running frame server slaves.
- [refreshViewer](#): Quickly recreate viewer to fix viewer's disappearing toolbar bug.

## Technical

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Good knowledge of math and programming in VFX.

Excellent understanding of 3D space.

Experience in photography and have critical eye for details.

Competence with computer systems (Both hardware/software).

## Other

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Work well with people with positivity and precision.

Able to take feedback and critiques, highly self-motivated.

Well organized and good work ethic.

## References

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