

Vong yonghow | Email: yonghowjapan@hotmail.com

[PROFESSIONAL SUMMARY]

I am a skilled lighting technical director/compositing artist complemented by a strong and solid background in the visual arts, photography and film production. I have more than 8 years of experience working on commercials, TV series, live-action and animated feature films, including the Academy Award winner Rango. My foundation in photography and film production gives me a keen eye for detail, color sense, framing and composition. My education and working experience in Japan have imbued me with strong working ethics and a dedication to perfection. I am self motivated and can work well under pressure to meet challenging and critical deadlines. I enjoy creative challenges and seek to develop a long career in the visual effects industry.

[EDUCATION AND TRAINING]

2005 to 2007	Advanced Diploma In Filmmaking Toho Gakuen Film School, Tokyo Japan
2004 to 2005	Certification in Japanese Language Sanno University, Tokyo Japan
1997 to 2000	Diploma In Interactive Media Design (Maj. in Animation) Temasek Polytechnic, Singapore
1992 to 1996	Victoria School, Singapore (Art Elective Program)

[EMPLOYMENT HISTORY]

Oct 2009 to Present	Lighting Technical Director, ILM Lucasfilm (Singapore) Lighting, rendering and compositing shot work for the following feature films / commercials : <ul style="list-style-type: none">- Rango- Transformers : Dark Of The Moon- Mission Impossible : Ghost Protocol- Marvel's The Avengers- Star Trek Into Darkness (JJ Abram's Star Trek Sequel)- Vodafone Yoda Commercial- Strange Magic- Warcraft (Jody Duncan)
June 2008 to June 2009	Lighting & Compositing Artist, Polygon Pictures (Japan) Lighting, rendering and compositing shot work for Disney's My Friends Tigger & Pooh TV Series.
Nov 2006 to May 2008	Lighting & Compositing Artist, Sunrise Animation Studios (Japan) Lighting, rendering and compositing shot work for 3D animated series Freedom Project.
Oct 2003 to April 2004	Fashion Photography assistant at Wizards of Light (Singapore) Assist chief photographer with camera preparation, lighting rig set-ups, metering and digital touchup for fashion shoots. Also served as camera assistant for television commercials/short film production shoots.
June 2003 to Sep 2003	CG generalist/lighting artist at Silicon Illusions (Singapore) Modeling, lighting for animated feature film "Sing To The Dawn".

[EMPLOYMENT SKILLS]

3D Software - Katana, Maya, 3D Studio Max, Zeno (ILM proprietary)
Compositing Software - Nuke, AfterEffects.
Rendering - Arnold, Renderman.
OS - MacOS, Windows, Linux Centos

In addition to the above software skills, I also have some experience in shader setup & look development using Katana.

[AWARDS]

2004 - Awarded the Singapore National Arts Council/Takashimaya Film Scholarship for studies in Tokyo, Japan. This scholarship is given to an individual who demonstrates great passion for the arts and is awarded to only one person every year.

[HOBBIES AND INTERESTS]

I am deeply passionate about film and photography, watching on average more than a hundred films per year. When time and budget allows I like to go on photography trips around the world. I also enjoy doodling and sketching in my free time, as well as reviewing/collecting beautiful art books. I have a personal art/photography blog at www.halcyonrealms.com.

[LANGUAGES]

I can speak fluent English, Chinese and Japanese.

[REFERENCES]

Kindly contact me for the above information. It has been omitted from this web document for privacy reasons.