

Alvin Yap

Web Use Resume

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References can be
provided upon request

Resumé

Objective

To obtain a position as an Effects TD

Work Experience

Lights and Shadows Pte Ltd | Effects TD | Dec 2007 – Current

- Creation of cg elements for compositors. Tasks include modeling, texturing, rendering as well as creating Fluid/Particle simulations.

AsylumFX | Effects TD | Oct – Nov 2007

- Helped staff transit from Houdini 8 to Houdini 9.
- Created effects for additional debris/dust for National Treasure 2 using Houdini 9 Fluids and Dynamics for balance chamber sequence.

Side Effects Software Inc, USA | Internship | Mar – Nov 2007

- Creation of lecture material for use at the LA training office and Siggraph 2007
- Instructor for 2 classes at Siggraph 2007 (Wet/Dry Fur, H9 Fluids) and also at the post siggraph masterclasses in the LA training office.
- Assisted in the “Houdini Birthday Surprise” project as a pipeline manager, ensuring that the creation of Houdini Digital Assets will improve animator's workflow. Also the render wrangler for the entire project.

Lights and Shadows Ptd Ltd | Effects TD | Mar 2006 – Mar 2007

- Creation of visual effects for projects. Tasks include particle effects, camera tracking, rotoscoping, model clean up, rigging and other 3D related tasks.

Ngee Ann Polytechnic | Guest Lecturer | Sep 2006 – Dec 2006

- Taught lectures and tutorial lessons for the Specialist Diploma in 3D Animation & VFX course at Ngee Ann Polytechnic.

Exaco (S) Pte Ltd | 3D Artist | Jan 2005 – May 2005

- Created visualization projects based on customer's sketches and schematics

Software Knowledge

Houdini, 3DS Max, PFTrack, Photoshop, After Effects

Programming Languages

Java, C++, Python, Hscript, VEX, SQL

Spoken and Written Languages

English and Chinese

Education

Degree in Computer Engineering, Nanyang Technological University, 2000-2003
Diploma in Electronics, Computer and Communications Engineering, Singapore Polytechnic, 1995-1998