

Edwin Poon

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Profile

- More than 6 years of experience as a Lighting Artist.
- Ability to work under extreme deadlines.
- Goal-oriented individual with strong leadership capabilities.
- Organized, highly motivated, and detail-directed problem solver.
- Proven ability to work collaboratively with colleagues, directors and producers.

Education

M.F.A., Computer Animation & Visual Effects, Academy of Art University, San Francisco, California
Diploma, Advanced Internet Development, Bodwell Internet School, Vancouver, B.C.
B.A., Economics Major, Commerce Minor, University of Calgary, Calgary, A.B.

Employment

- Lighting Artist**, Rainmaker Animation Studios, Vancouver, B.C. October 2011 – present
- Lighting artist for the feature film “Escape from Planet Earth”
 - Using proprietary Maya and Nuke. Rendered in Mental Ray while managed renders in Qube.
- Lighting Lead and Compositor**, Nitrogen Studios, Vancouver, B.C. October 2008 – October 2011
- Lead a team of lighting artists for the “Thomas and Friends” DVD movies and TV episodes.
 - Worked closely with the Lighting Supervisor to create the lighting and rendering pipeline.
 - Set up episode light rigs.
 - Provided leadership, guidance, and technical help to all lighting artists.
 - Created consumer product renderings according to client requests.
- Lighting Lead**, Rainmaker, Gaming Cinematics, Vancouver, B.C. April 2008- June 2008
- Lead a team of lighting artists for the trailer, Fear 2. Shot count = 58.
 - Worked closely with the director and producers on project management and scheduling.
 - Worked closely with other leads from modeling, animation, rendering IT, and compositing in project management.
- Lighting Artist**, Vanguard Animations, Vancouver, B.C. April 2007- March 2008
- Production/shot lighting, rendering and composite for the feature “Space Chimps” Shot count = 123.
 - Worked with Maya and other proprietary software, rendering in RenderMan, and composite in Shake.
- Lighting TD**, Bardel Entertainment, Vancouver, B.C. June 2006- April 2007
- Lighting TD for the first season of “Viva Piñata” for FOX 4Kids.
 - Character and environment lighting, separating layer passes, pre-composition, and other general TD duties.
- Lighting TD, Apprenticeship Program**, Rhythm & Hues, LA, CA December 2005
- Worked on a simulated production of Garfield 2.
 - Lighted, composited, and managed renders
 - Painted and maintained HDRI Worlds
- Freelance 3D Artist/Rotoscope**, Radium, San Francisco, CA August 2005
- Created 10 shots of a music video for the band, “God Forbid.”
 - Animated live action plates.
 - Footage and matte cleanup.
- Special Achievements & Skills**
- Space Chimps footage was shown in the **2008 Oscars Animation Category**
 - Finalist for the Academy of Art University 2005 Spring Show in Lighting
 - Maya, RenderMan, Mental Ray, Shake, Nuke, After Effects, Photoshop, Linux, MAC & Windows OS