



Website : leongcl.com

Objective

To excel in all areas of Visual Effects and gain enough knowledge to manage a team of artists.

Education

2007 – 2009 Savannah College of Art and Design - Masters in Visual Effects

2002 – 2005 Nanyang Polytechnic Singapore - Diploma in Digital Media Design

Work Experience

2005 - Current
Employer :Nanyang Polytechnic Singapore
Job Title :Development Technologist/ Animator
Roles :Project Management, Modeling, Texturing, Animation, VFX, Lighting, Compositing and Editing

Projects

- 1.“Robuts –Team Innovation“, a 3D Animated Advertisement for NYP
- 2.“GCK – Episode 4“, an Animated Series for Tvmobile
- 3.“Potion X“, an animated Short Clip for NYP Excel Day
- 4.“Project EVE“ an in game demo and an animated trailer

2004(2mths)
Internship
Employer : Silicon Illusions
Job Title : Animator
Roles : Facial Animation and Mocap Cleanup

Projects

1. “Sing to the Dawn“, an animated feature film

Freelance : Dubai Turf Club Project - PixelWorks (2 weeks)
: Creative Zen Mp3 - PixelWorks (2-3 days)
: F&N Advertisement - Black Magic Design (1day)
: Dubai Immigration Previz - Integrascreen (4days)
: Sentosa MonoRail Previz - self and friends (2 weeks)

Awards

NYP Full Scholarship
SCAD Fellowship
Silver Crowbar Award - Robuts
Silver Comgraph Award – GCK Episode 4
Excellence CG Award GC Overdrive – Potion X “Excel Day”

Primary Softwares

Maya, Shake, Python / Mel, Photoshop

Secondary Softwares

3d Max, Houdini, Zbrush , MotionBuilder, Final Cut, RenderMan,
DreamWeaver, Boujou, Illustrator, Adobe Encore

Skill lineup from the Best

Lighting, Compositing, Modeling, Python/ Mel Scripting, Cinematography, Effects Animation,
MatchMoving, Texturing, RenderMan Scripting