

STEFAN KANG CHUN YIH

FX ARTIST / TD

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SUMMARY

I am currently focused on becoming a Houdini FX artist in TV, Commercial & Film Industries.

Interested in expanding and honing my skills by learning from industry experts in this field.

I have a strong passion for creating art and refining it to the highest possible level that it can be.

LOCATION

Los Angeles, CA, 90038

EMAIL

Stefankang12@gmail.com

WEBSITE

www.stefankang.com

SOFTWARE EXPERIENCES

MAYA	NUKE
HOUDINI	MARI
PHOTOSHOP	PHOENIX FD
ILLUSTRATOR	FRACTURE FX
AFTER EFFECT	VRAY
CINEMA 4D	REDSHIFT

EDUCATION

July 2016 - July 2018

Gnomon School of Visual Effects

2 years Full Time Digital Production program, focusing on VFX TRACK

January 2013 - December 2015

Limkokwing University of Creative Technology

3 years BA (HON) Arts in Creative Multimedia

EXPERIENCES

BLUR STUDIO

April - June 2018

FX ARTIST (INTERN)

MOTIOFIXO VISUALS

January - March 2016

3D MOTION DESIGNER/ VFX ARTIST

Proton Perdana Launching Gimmik Video in Malaysia

- Taking part in 3D Styleframe and Sequence Design
- Responsible for Visual Effects & Compositing & Rendering
- Software: Cinema 4D, After Effect, Phothshop

ASTATICA

April - November 2015

3D & 2D MOTION GRAPHIC DESIGNER/ VFX ARTIST

"Nike Sneaker Slam" Air force One_Motion Graphic Video in Shanghai

- Taking part in 2D Animation, 3D/2D Design Styleframe
- Responsible for Visual Effects & Compositing
- Software: Cinema 4D, After Effect, Phothshop, Illustrator

"Faber Castle SpeedX" GERMANY TV Commercial

- Responsible for chroma keying, rotoscoping & wire removal
- Software: After Effect & Nuke

FLASHLIGHT CREATIVE

January - February 2015

MOTION GRAPHIC DESIGNER & VIDEO EDITOR

"The Florentia Village Shanghai. Italian luxury design outlet" opening launch in Shanghai_Projection Mapping

- Responsible for 2.5D animation in after effects
- Building projection mapping for World Fashion Brand opening launch

February - March 2015

"Ford X Star Wars" opening launch in Shanghai_Projection Mapping

- Responsible for 2.5D animation in after effects
- Opening launch Star Wars content for Ford

ACHIEVEMENTS

2016 - 2017

Gnomon "Best of Term" Award

The Gnomon Best of Term competition recognizes the best work being done by Gnomon students.

2017 Fall (live action - effects)	2017 Summer (3D Environment Exterior)
2017 Summer (Demolition)	2017 Spring (Compositing)
2017 Winter (Stylized Character)	2017 Winter (effects Animation)
2016 Summer (Environment Design)	

December 2015

Chancellor's Award for Academic Excellence

An award certified for the best academic student in creativity and all field of study.

December 2012

Malaysia Top 10 Best Performance of Fine Art and Craft

An award certified by The United Chinese School Committees Association of Malaysia to pick 10 top best candidate among Malaysia.

ACTIVITIES

January 2016

Hugo Guerra Advanced Compositing for Commercial, Short Films and Game Cinematic

Hugo Guerra(The mill VFX supervisor), indepth project breakdown for God only knows BBC music.

April 2015

The Foundry Nuke Certified Artist

Programme by Hussin Khan(production & technical support Rhythm & Hue). 3 months indepth Nuke program training from beginner to advance.

December 2014

COMPOSITING FOR VFX & GAMES Workshop with Steve Wright(Nuke Guru)

Learning advance compositing tips and tricks in NukeX (deep compositing, advanced keying, cg relighting, camera projection)

September 2013

London Global Classroom(LUCT_Exchange student program)

One month exchange program, experience different culture and environment. Teaming up with 5 other student completing a multimedia design project.