

Lernwel D. Ang
3D Generalist Technical Director
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(NZ Resident)

QUALIFICATION HIGHLIGHTS

- Supervisory experience in leading a CG team in a demanding and fast-paced TV and feature film production environment;
- Wide breadth of CG generalist skills including HDR photography and programming.
- Adaptable; strong problem-solving ability; excellent verbal and written communication skills.
- Developer of Maya2LW2, a data transfer tool for Maya and LightWave3D.
- Developer of Janus, a LightWave3D render management system to facilitate render pass / render layer breakout processes.

WORK EXPERIENCE

Technical Director / Consultant Toybox Post Production (July 2011 - present)

- worked as a Generalist TD for various commercials;
- helped develop renderfarm/pipeline solutions for Maxwell Render and Royal Render (renderfarm manager) with Maya and LightWave3D using Python, MEL, and LScript.

Rigging Technical Director Huhu Studios (June 2011)

- worked as a Rigging TD for a on-going feature.

Technical Director / Consultant Dimension Arts Ltd. (April 2011)

- worked as a TD artist on a CG motion-graphic sequence for Dimension Arts Ltd, a studio based in Malaysia (remote work).

Lecturer, Diploma of Advanced 3D Animation Lifeway College, Auckland (September 2009 – March 2011)

- delivered the Year 1 and Year 2 3D Animation course
- took on the role as acting course supervisor, managing schedules and other lecturers to ensure the course runs smoothly

Technical Director / Consultant Parapraxis Ltd. (August 2009 – September 2009)

- worked on a short CG effects sequence for the indie short film "Double Happy"
(<http://www.imdb.com/title/tt1686673/>)

Technical Director / Consultant Underground Logic (December 2008 – January 2009)

- worked on a two CG water sequences for a TVC for Underground Logic (Philippines)

Head of 3D Group Riot, Inc. (June 2003 – November 2008)

- supervised the 3D team in all aspects of the pipeline (including compositing); managed 3D Group artists' creative and skills training
- coded tools and other utilities for Maya, After Effects, LightWave
- planned and maintained the company's 20-node renderfarm's hardware, and developed scripts and applications for render pipeline requirements
- lead artist on numerous TVCs for various client production houses and ad agencies such as McCann-Erickson, Lowe, Campaigns and Grey, J. Walter Thompson, and DDB

- worked as a Lead and supervisor on twelve (12) TV series produced by GMA-7, a major broadcasting company
- worked on three (3) feature film productions as the VFX Supervisor for 3D Group:
 - Mulawin The Movie (<http://www.imdb.com/title/tt0479722/>)
 - Tiyanaks (<http://www.imdb.com/title/tt1027865/>)
 - Resiklo (<http://www.imdb.com/title/tt1047877/>)
 - Best Visual Effects (FAMAS Award)
 - Best Visual Effects (Metro Manila Film Festival)

Operations Manager

Wells Photo (June 2003 – March 2004)

- supervised film laboratory operations and storefront customer relations and services

VFX Artist

Underground Logic, Inc. (April 2002 – May 2003)

- worked on TVCs as a generalist: : modelling, texturing, rigging, animation, simulations / dynamics, lighting, rendering, and compositing, coding.
- initiated, planned, and deployed the company's first-ever renderfarm.

Computer Graphic Artist

Linkman, Inc. (March 1998 – October 2000)

- created 2D computer animations for electronic billboard.
- introduced the use of 3D in the company for previz of signage design and materials.

OTHER PROJECTS

Janus (<http://janus.faulknermano.com>)

- commercial render management system for LightWave3D

LW2AE

- commercial utility for animation data transfer between LightWave3D and After Effects

Maya2LW2 (<http://maya2lw2.faulknermano.com>)

- Open-source Maya and LightWave data transfer utility coded using MEL, LScript, and C
- Maya2LW2 featured in HDRI3D magazine issue # 19 (article: "modo-imation")

TheSpread (<http://thespread.faulknermano.com>)

- library of freeware LightWave3D LScripts coded by me since 2001.

SOFTWARE and OTHER SKILLS

3D Programs

Maya, Realflow, Mudbox,
LightWave3D, ZBrush, PFTrack,
Maxwell Render, Houdini

Other Software

Director, Premiere, Dreamweaver, Cubase VST

Compositing Programs

combustion, Nuke, Photoshop, After
Effects

Other Skills

Photography, film processing and printing, HDR
photography, MEL, Python, JavaScript, Lscript, and C.

EDUCATIONAL QUALIFICATIONS

University of the Philippines (1993 – 1997)

Bachelor of Arts, Visual Communications, College of Fine Arts
(4 years; equivalent to BA Honours)

CHARACTER REFERENCES

(Available upon request)