

**Lernwel D. Ang**  
**3D Generalist Technical Director**  
**Mobile: 021.059.1141**  
**Email: [faulknermano@yahoo.com](mailto:faulknermano@yahoo.com)**

## **QUALIFICATION HIGHLIGHTS**

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- developed Maya2LW2, an inter-application communication suite to translate data between Maya and LightWave3D.
- 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.
- Strong problem-solving ability; excellent verbal and written communication skills.

## **WORK EXPERIENCE**

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### **Freelance Technical Director / Consultant (December 2008 – present)**

- performed services as 3D Generalist for Underground Logic, Inc.
- performed technical consulting services for Underground Logic, Inc.

### **Riot, Inc.**

#### **VFX Supervisor for 3D Group (June 2003 – November 2008)**

- supervised the 3D team in all aspects of the pipeline (including compositing); managed 3D Group artists' creative and skills training.
- performed as Lead Sequence artist on majority of 3D Group projects.
- coded utilities in JavaScript, MEL, LScript, and C to streamline specific tasks.
- planned, developed, and maintained the company's renderfarm's hardware and software, which increased overall quality and productivity by allowing artist to render 40 times faster.
- solved technical issues involving hardware, networking, software and methodologies that were employed across the whole CG pipeline. As a result the company saved money from having to employ dedicated personnel, and also problems were quickly resolved.
- worked on twelve (12) television series for a local broadcasting company as the VFX Supervisor for 3D Group.
- worked as Lead Artist on sixteen (16) television commercials for various client ad agencies such as McCann-Erickson, Lowe, Campaigns and Grey, J. Walter Thompson, and DDB.
- worked on three (3) feature film productions as the VFX Supervisor for 3D Group, one of which (Resiklo) won two awards for Best Visual Effects:
  - 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)

### **Wells Photo**

#### **Operations Manager (June 2003 – March 2004)**

- supervised photo laboratory operations
- managed storefront customer relations and services

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

- performed as a CG generalist artist. Executed all aspects of 3D pipeline: modelling, texturing, rigging, animation, simulations / dynamics, lighting, rendering, and compositing.
- coded scripts in MEL and LScript to enhance personal workflow.
- initiated, planned, and deployed the company's first-ever renderfarm.
- worked as VFX Artist on four (4) television commercials for various client agencies.

**Linkman, Inc.****Computer Graphic Artist****(March 1998 – October 2000)**

- created 2D computer animations for electronic billboard.
- introduced the first-ever use of 3D animation in the company and the idea of using 3D renderings as pre-visualisation of signage design and materials.

**OTHER PROJECTS**

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*Janus*<http://janus.faulknermano.com>

- multi-pass rendering system for LightWave3D which employs a novel usage of presets to effectively manage passes.
- on-going commercial product

*Maya2LW2*<http://maya2lw2.faulknermano.com>

- Maya and LightWave3D data transfer utility
- set of scripts and programs written in MEL, LScript, and C.
- open-source project; actively being developed.
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*TheSpread*<http://thespread.faulknermano.com>

- library of LightWave3D LScripts coded by me since 2001.
- mix of open-source and close-source code; freeware.

**PRESS FEATURES**

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Pixel ([www.pixelcreation.fr](http://www.pixelcreation.fr))

- interviewed for a magazine's article called "Top 50 LightWave Developers" concerning my extensive freeware work for the LightWave community.

3dpinoy.com (<http://www.3dpinoy.com>)

- featured artist

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## **SOFTWARE and OTHER SKILLS**

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### **3D Programs**

- Maya
- LightWave3D
- Realflow
- ZBrush
- Boujou

### **Other Software**

- Director
- Premiere
- Dreamweaver
- Cubase VST

### **Compositing Programs**

- combustion
- Photoshop
- After Effects

### **Other Skills**

- Photography
  - Traditional film photography
  - Film processing, printing
  - HDR photography methodologies
  - HDR processing techniques

## **EDUCATIONAL ATTAINMENT**

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University of the Philippines (1993 – 1997)

Bachelor of Arts, Visual Communications, College of Fine Arts

- Best Section Undergraduate Advertising Thesis
- Best Copywriting, Undergraduate Advertising Thesis

## **PERSONAL INTERESTS**

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- Methode Naturelle, Parkour
- Writing (poetry and essays), reading
- Blues music (playing blues guitar)
- Bike touring and hiking

## **PERSONAL INFORMATION**

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Full Name	Lernwel Dysim Ang
Date of Birth	5 August 1976
Marital Status	Married
Mobile Number	021.059.1141
E-mail	faulknermano@yahoo.com
Address	74A Montreal Grove Kingston Wellington 6021