

Lucy C. Liu

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Web portfolio & reel: www.liuart.com

Work Experience

WHISKYTREE INC. [*Thor*]

Assistant Technical Director

Jan 2011 - Apr 2011

Built time-saving Python scripts and plugins in Softimage XSI for camera, lighting, and animation pipelines
Applied complex procedural animation to geometry-dense assets using ICE modules

IMAGEMOVERS DIGITAL [*Mars Needs Moms, A Christmas Carol*]

Stereoscopic Technical Director

Jan 2009 - Dec 2010

Laid out stereoscopic shot cameras in Maya, performed stereo RealD/IMAX post-processing for *Mars Needs Moms*
Performed stereo post-processing (floating windows, zBlending, paint touchup) on all shots for *A Christmas Carol*
Maintained stereoscopic pipeline tools in Python, PyQt, Nuke and Maya Plugins

WARNER BROS. [*PEPFAR* animated shorts]

Technical/Texture Artist

Sep 2008 - Nov 2008

Developed XSI tools in Javascript and Python to improve efficiency of time-constrained animation production
Organized UV layouts and created textures for character assets

Education

Gnomon School of Visual Effects

2006 - 2008

High-End CG Certificate Program

University of California in Los Angeles

2002 - 2006

Bachelor of Science in Computer Science

Skills

Programming experience:

Python, Javascript, C++/C,
Perl, OpenGL, Java, HTML,
XML, LISP, VHDL, assembly
language

Computer skills:

Windows, Linux, Unix,
Microsoft Word, Excel,
Outlook, Powerpoint

Traditional art mediums:

pencil, oil and acrylic paints,
charcoal, colored pencil,
watercolor, clay

Languages spoken:

English, Mandarin Chinese,
Japanese

Hobbies:

Painting, planted aquariums,
video games, taiko drumming

REFERENCES AVAILABLE UPON
REQUEST.

Stereoscopic 3D:

- Experienced with stereoscopic CG camera layout and post-composite manipulation for achieving optimal 3D effect.
- Familiar with stereoscopic requirements for both **RealD** and **IMAX** formats.

Pipeline & Interface:

- Wrote XSI plugins in **Javascript** and **Python** for improving pipeline efficiency and automating complex processes.
- Created **ICE** trees in **XSI** to drive complex logic relationships.

Lighting & Rendering:

- Experienced in look development and render passes using **Maya**, **XSI**, **Mental Ray**, and **Renderman**.

Texture & Surfacing:

- Familiar with painting textures using **Zbrush** and **Bodypaint 3D**.
- Experienced at putting together complex **Maya** and **Mental Ray** shaders with custom color, specular, displacement, and other maps.
- Experienced with UV mapping using **Headus UVLayout** and **Maya**.
- Traditional art background in addition to years of experience in **Photoshop**, **Painter**, and other art programs.

Compositing & Editing:

- Familiar with compositing, color matching, paint touchup, and rotoscoping using **Nuke**, **After Effects**, and **Shake**.

Dynamics & Effects:

- Used **Maya Fur**, **Hair**, **Cloth**, and **Paint FX** to create realistic scenes.
- Experienced with various applications of dynamics and particle effects in **Maya**, including expression-driven effects.