Nicky Liu / Rigging TD

PROFILE

A dedicated VFX artist focusing on rigging after years of extensive experience in film, TV commercials, and game production. Skilled in collaborating with modelers and animators to overcome technical challenges and deliver quality work.

- **Roles** : Rigging TD / Tools Dev
- **Location** : Hong Kong
- **LinkedIn** : linkedin.com/in/nickyliux
- **Website** : nickyliu.com
- **Contact** : nickyliux@gmail.com

SKILLS

- **Software** : Maya, 3dsMax, Ziva, Photoshop, Nuke, Anima, Metahuman, Faceware
- **Techniques** : Rigging, Animation, Scripting with Python, Mel, Maxscript, PyQt, Mocap Editing
- **Language** : Spoken in Cantonese, English. Written in Chinese, English

FILMS

- **Back to the Past (尋秦記) 2025 |** Rigging, Crowd, Animation, Muscle / Cloth Sim, Tools Dev
- **Roboy (小露寶) 2025 |** Rigging
- **Customs Frontline (海關戰線) 2024 |** Rigging, Crowd, Animation, Mocap
- **Twilight of the Warriors: Walled In (九龍城寨) 2024 |** Rigging
- **I Did It My Way (潛行) 2024 |** Rigging, Animation, Mocap, Tools Dev
- **BIG (BIG 816) 2023 |** Rigging, Animation, Tools Dev
- **The White Storm 3 (掃毒 3) 2023 |** Rigging, Crowd, Tools Dev
- **Anita (梅艷芳) 2021 |** Rigging, Crowd, Mocap, Tools Dev
- **Shock Wave 2 (拆彈專家 2) 2021 |** Rigging
- **Enter the Fat Dragon (肥龍過江) 2020 |** Rigging
- **A Witness out of the Blue (犯罪現場) 2019 |** Rigging
- **The White Storm 2 (掃毒 2) 2019 |** Rigging, Crowd
- **Project Gutenberg (無雙) 2018 |** Rigging, Crowd, Mocap
- **Shed Skin Papa (脫皮爸爸) 2018 |** Tools Dev, Animation
- **Manhunt (追捕) 2017 |** Rigging
- **Operation Mekong (湄公河行動) 2016 |** Rigging, Mocap
- **Kung Fu Cyborg (機器俠) 2009 |** Simulation, Compositing
- **CJ7 (長江七號) 2008 |** Shader Writing, Tools Dev, Technical support
- **Secret (不能說的秘密) 2007 |** Tools Dev, Technical support
- **Winx Club: The Secret of the Lost Kingdom (魔法俏佳人) 2007 |** Tools Dev, Technical support
- **DOA: Dead or Alive (生死格鬥) 2007 |** Animation, Simulation
- **Battle of Wits (墨攻) 2006 |** Roto, Compositing
- **The Nightmare Before Christmas 3D (怪誕城之夜 3D) 2006 |** Roto

- **A Chinese Tall Story (情癲大聖) 2005 |** Tools Dev
- **Initial D (頭文字 D) 2005 |** Matchmoving, Animation, Compositing

TV COMMERCIAL / ANIMATION

- **HK MPF Old Master Q (强積金老夫子篇) 2016 |** Rigging
- **New Apollo Revolution Lens (愛視美鏡片) 2013 |** Project Management, Modeling, Animation, Rendering, Simulation
- **Star Walker (星行者) 2010 |** Technical Support
- **A Sparkling Christmas – A Winter Wonderland (廸士尼冬季仙境) 2009 |** Fur Setup, Lighting, Shader Writing, Simulation, Tools Dev
- **KFC Chestnut Burger (KFC 栗子漢堡篇) 2009 |** Animation, Rendering, Compositing
- **Centaline 30th Anniversary (中原地產 30 週年) 2008 |** Animation
- **Vision City (萬景峯) 2006 |** Scripting, Compositing
- **Budweiser CNY (百威賀年篇) 2006 |** Animation, Compositing
- **Langham Place Opening (朗豪坊開幕篇) 2005 |** Animation

GAMES

- **The Snake, Mobile Game Demo 2014**
  - Responsible for all characters & assets creation for Unity.
  - Learning of building mobile-friendly characters with efficiency and performance.
  - Recognized by the public by getting greenlight in Steam.
- **OpenCog AI Game Demo 2014**
  - Responsible for all characters & assets creation from Maya to Unity.
  - Build an animation demo for presentation which is helpful for getting future funding.
- **Little Big Hong Kong (Final Assignment), Sony PS3 Game Developer Course 2009**
  - Accomplish the group project consisting of 4 mini games, showing popular elements of Hong Kong culture.
  - Responsible for all characters & assets creation in Maya.
  - Build a mini game with 3D characters independently, using C++ and the Sony library.
- **Virtual Campus (Final Year Project, BSc IT 2003)**
  - Responsible for all characters & assets creation in 3dsMax.
  - Accomplish AI boids and racing car logics using building blocks in Virtools.
  - Chosen by the department to show the game to interested students in a booth at Open Day.

WORK EXPERIENCE

Rigging & Pipeline TD | *Free-D Workshop Ltd.*
6/2016 – 9/2023 (7+ years)

- Daily rigging tasks for characters, animals, props.
- Crowd setup and development.

- Troubleshoot and tools dev for Maya, 3dsMax, Nuke, and Shotgrid.
- Set up and help maintain mocap & photogrammetry devices.
- Research and apply different solutions for crowd, feather, muscle, and facial rigging.

Freelance Rigger & Animator | *Go Animation Ltd.*
1/2016 - 5/2016 (5 months)

- Handle animation and rigging tasks for TV and film projects.

Game Artist | *Touch Innovation Ltd.*
4/2014 – 12/2014 (8 months)

- Create 3D characters, sets, and animation for the proof of concept of a mobile game project.
- Design promotional videos and materials for crowdfunding.

Graphic Intern | *OpenCog Foundation*
3/2012 - 3/2014 (2 years)

- Manage visual tasks and build prototypes for a Unity game project with AI programmers.
- Design leaflets and help shoot promotional videos for crowdfunding.

Generalist TD | *Animegg Kingdom Entertainment Ltd.*
9/2010 - 8/2011 (11 months)

- As a core member to help set up a new animation studio in Mainland China.
- Research and develop workflow for the production of an animated feature.

Generalist TD | *Belfry Animation & Toys Ltd.*
1/2010 - 9/2010 (9 months)

- Responsible for everyday tools and technical support for artists.
- Research and study mocap & GPU/real-time solutions to reduce production time.
- Assist in recruiting new FX artists and manage the team.

Computer Animator | *Centro Digital Pictures Ltd.*
4/2009 - 1/2010 (9 months)

- Handle shots involving fur/hair grooming, simulation, shader writing, and tools development.
- Design specialized tools for Disney projects to bridge between Maya & 3ds Max.

Senior Computer Animator | *Menfond Electronic Arts Ltd.*
9/2004 - 5/2008 (3+ years)

- Responsible for animation, simulation, tools development & maintenance.
- Collaborate closely with artists in customizing tools and workflow.
- Pioneer research and testing of the latest tools to reduce production time.

EDUCATION & QUALIFICATION

- **Certificate of PS3 Game Developer (Visual Artist) 2009**
  Sony Computer Entertainment HK Ltd & Premium Agency Inc

- **Finalist (Animation Category) 2009**
  14th Hong Kong IFVA

- **Diploma of Professional Film Animation & Special VFX 2004**
  Menfond Electronic Arts Ltd. & Hong Kong Productivity Council
- **Digital 3D Artist Training Course 2004**
  HK PolyU
- **BSc (Hons) IT (Upper 2nd class honours) 2003**
  HK PolyU

REFERENCES

- **Ben Goertzel**, *Co-founder, OpenCog*
  ben@goertzel.org
- **Don Ma**, *Head of CG of Zenith Digital Creation Ltd.*
  don.ma@tvb.com.hk
- **Dr Simon Shiu**, *Assistant Professor, Department of Computing, HK PolyU*
  csckshiu@comp.polyu.edu.hk