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**PERSONAL**

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Name Nicky, Liu Yuen Chi (廖遠志)  
Year of Birth 1980  
Place of Birth Hong Kong  
Address Room 612, Cheuk Ping House, Long Ping Estate, Yuen Long, N.T., Hong Kong  
Email chi@nickyliu.com  
Website http://www.nickyliu.com

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**EDUCATION**

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1999.09 ~ 2003.06 Upper 2nd class honours, BSc (Hons) in Information Technology  
The Hong Kong Polytechnic University (PolyU)

1992.09 ~ 1999.06 Yuen Long Merchant Association Secondary School

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**QUALIFICATION**

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2008.06 ~ 2009.01 Certificate of Game Developer - Visual Artist ( Digital Content Creation Camp )  
Sony Computer Entertainment HK Ltd, Premium Agency Inc (Japan), and Cyberport

2004.01 ~ 2004.07 Diploma of Professional Film Animation and Special Visual Effects (Day-time)  
The Hong Kong Productivity Council & Menfond Electronic Arts and Computer Design Co. Ltd.

2003.12 ~ 2004.07 Digital 3D Artist Training Course (Night-time)  
Multimedia Innovation Centre, The Hong Kong Polytechnic University

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**EMPLOYMENT**

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2010.01 ~ current Animation Technical Director  
Belfry Animation and Toys Ltd

2009.04 ~ 2010.01 Computer Animator  
Centro Digital Pictures Ltd

Effect Team

Mostly Involved Projects

- KFC commercial - Squirrel Story  
Lighting, rendering, compositing, tools development, and renderman shader writing
- Hong Kong Disneyland - A Sparkling Christmas  
Fur setup and styling, rendering, renderman shader writing, technical support

2004.09 ~ 2008.05 Senior Computer Animator  
Menfond Electronic Arts and Computer Design Co. Ltd

R&D Team ( 2005.04 ~ 2008.05 )  
Motion Team ( 2004.09 ~ 2005.03 )

Mostly Involved Projects

- CJ7 長江七號 ( 2008 )  
Tools development for fur rendering with 3delight  
Working with consultant for the development and use of tailor-made fur shader
- Winx Club: The Secret of the Lost Kingdom ( http://www.winxclubthemovie.com ) ( 2007 )  
Workflow development involving geometry caching, fur, hair, cloth, and mayaman  
Everyday problem solving and rendering support

- Secret 不能說的秘密 ( 2007 )  
Technical support, and mel scripting for piano setup and motion transfer
- A Battle of Wits 墨攻 ( 2006 )  
Motion of CG arrows  
Camera tracking and rotoscoping
- The Chinese Tall Story 情癡大聖 ( 2005 )  
Tools development and technical support of rendering with Mayaman
- Initial D 頭文字D ( 2005 )  
Camera tracking and Motion of CG cars

2004.01 ~ 2004.07 Part-time Project Assistant, Department of Rehabilitation Science, PolyU

- ~ Developed a virtual reality based game for rehabilitation and living skill training with Virtools.
- ~ Accomplished the tasks of modeling, texturing, animation, design and logic scripting.

2001.06 ~ 2002.07 Technical Support (Student Trainee), BNP Paribas (HK)

- ~ Installation and support of the e-banking application.
- ~ Everyday problem solving through hotline and on-site services.
- ~ Improved the workflow by automating documents generation with MS Access and VBA.

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**EXPERIENCES**

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2005.09 ~ 2006.02 Trainer of the course "Diploma of Professional Film Animation and Special Visual Effects"  
~ Teaching particle effect and designing course materials required.

2002.10 ~ 2003.04 Web Programmer for the Student Hall of the University  
~ Setting up and administering a forum to enhance communication among hallmates.

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**AWARDS**

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2009.03 Finalist - Animation Category  
14th Hong Kong Independent Short Film and Video Awards (IFVA)

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**SKILLS**

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Arts Sketching, Charcoal pencil, Sculpting

Computing Maya, Max, MEL, Maxscript, After Effect, 3delight (Renderman), Virtools, Painter

Language Good spoken and written in both English and Cantonese

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**HOBBIES**

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Painting, 3DCG, Mathematics, Football, Chess Game

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**REFEREE**

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Dr. Simon Shiu  
Assistant Professor, The Hong Kong Polytechnic University  
Contact: 2766-7299, csckshiu@comp.polyu.edu.hk

Don Ma  
Animation Director (Head of CG Department), Centro Digital Pictures Ltd  
Contact: 2319-6688, don.ma.centro@gmail.com