



NIZHEN PHANG | 3D Artist

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Nationality: Singaporean

DOB: August 29, 1989

About Me

Enthusiastic 3D Artist with previous experience working in the VFX Industry. Fast learner, detail oriented and always keen to learn new skills.

Work Experience

2009 – 2015 Visual Effects Artist

Double Negative, Singapore

-started as a matchmove artist and eventually became part of the 3D department.

-3D modelling and texturing of character models, props, creatures and environments for several feature films including *John Carter of Mars*, *The Hunger Games* series, *The Dark Knight Rises*, *Les Misérables* and *Godzilla*.

2008 Animator

Southern Star, Singapore

-3 month internship with a local television company

-Character creator and animator for an animated children series.

Education

2018 – 2019 Master of Science (Advanced Home Futures)

Teesside University, United Kingdom

-studied sustainable and renewable home construction technologies and designs.

2015 – 2018 Bachelor of the Arts (Modelmaking)

Arts University Bournemouth, United Kingdom

- studied a varied of modelmaking techniques from traditional hands-on crafting to the use of workshop machinery.

2005 – 2009 Diploma in Digital Media Design (Animation)

Nanyang Polytechnic, Singapore

-studied 3D modelling, texturing, rigging, animation, lighting and rendering.

Skills

- 3D Modelling
- 3D Animation
- UV Mapping
- Texturing
- Character Creation
- Lighting
- Rendering

Software

- Maya
- 3Ds Max
- Rhino
- Zbrush
- Mudbox
- Substance Painter
- Marvellous Designer
- Keyshot
- Marmoset Toolbag
- Unreal Engine 4
- Premiere
- Photoshop