

**CHAOTUNG (THOMAS) HUANG**  
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**Website:** [www.chaotung.com](http://www.chaotung.com)

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## **WORK EXPERIENCE**

**Animation Director, AR/VR**, 8ninths, Seattle, WA, Sep 2015 – Current

- Animation creative directing
- 3D production and team supervision
- Content creation on HoloLens, HTC Vive, Oculus Rift, Gear VR, Google Daydream and Cardboard
- Unity C# programming and Shader development in Shader Forge and Cg
- Animation production development and optimization using Python and MEL in Maya

**Senior Animator**, Straighface Studio, Seattle, WA, July 2015 – Sep 2015

- Quadruped rigging and animation for The Nutcracker - Pacific Northwest Ballet

**Lead Animator**, Dynamoid Apps, Seattle, WA, Mar 2015 – July 2015

- Biology content and work-flow development for online interactive engine platform, using Maya for rigging, animation, and tool development
- Molecular structure visualization and model generation tool, developed using Python and MEL script

**Lead Animator/ Rigger**, The Last Mountain VR film , San Francisco, CA, Oct 2014 – Feb 2015

- Created animation style, 3D layout, rigging supervision, and character animation for VR short film production using Maya, Unity, and Oculus Rift

**Animator**, Visionary VR, Los Angeles, CA, Oct 2014 – Nov 2014

- For David and Goliath VR film, worked directly with director and provided previsualization and character animation, using Maya, Unity, and Oculus Rift

**Assistant Professor**, Digital Arts, School of Art, College of Arts & Sciences, Bowling Green State University, Bowling Green, OH, Aug 2012 – May 2014

- Responsible for developing 3D animation area in Digital Arts Division
- developed and instructed undergraduate and graduate curricula in both digital animation (Maya, Adobe Creative Cloud, storyboard and concept design, short film production) and traditional animation
- researched digital animation filmmaking and digital production techniques; engaged in cross-disciplinary collaboration for archeology museum project
- organized visiting artists' workshops and ARTalks events
- developed facilities and resources for Digital Arts division
- developed curriculum and programs; served as academic advisor for graduate and undergraduate students; participated in service committees
- served as animation consultant for WBGU-TV

**Freelance Rigging Technical Artist**, Baked FX, Culver City, CA, Sep 14

- Character rigging using Maya for a commercial project

**CG Animator** - MAKE Studio, Minneapolis, MN, Sep11 - Jul 12

- Responsible for key-frame animation, motion capture editing, modeling, texturing using Autodesk 3Ds Max, Mudbox, MotionBuilder, and Adobe After Effects
- Clients included Target, McDonald's, Hummingbird, Child's Play Charity

**Previs Animator** - Halon Entertainment, Santa Monica, CA, Jun 2011 - Aug 2011

- Pre-visualization for World War Z (2013) and undisclosed feature projects
- Pitch-vis for 300: Rise of an Empire

**Technical Director, Associate** , Sony Pictures Imageworks, Culver City, CA, Feb 2011 - May 2011

- Stereoscopic compositing for Green Lantern

**Layout Supervisor, Animator** - Wang Films Production, Taiwan, Jun 2005 - Dec 2005

- Layout production management and animation for films and commercials

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- character animator for feature film development, and CG artist for Hong Hai-Er – Fireball

**Layout Artist, Modeler** - CGCG Inc., Taiwan, Jan 2004 - Jun 2005

- CG layout and modeling for TV and DVD animation and game projects; clients included Disney, Lego, Hasbro, etc. Projects: Bionicle 2: Legends of Metru Nui, Bionicle 3: Web of Shadows, Noddy Saves Christmas, Fire Emblem: Path of Radiance (Game Cube)

### SOFTWARE / SKILLS

#### Advanced Expertise:

Autodesk Maya • Unity • Autodesk Mudbox • Adobe Photoshop • Adobe After Effects • Adobe Premiere Pro  
• NVidia Mental Ray • V-Ray • Arnold Renderer • Octane Render

#### Working Knowledge:

UnrealEngine • Adobe Audition • Autodesk Motion Builder • 3D Coat • SideFX Houdini • Agisoft  
PhotoScan • Capturing Reality • Matterport Camera • Furryball GPU Render • RealFlow • SynthEyes • The  
Foundry Nuke • Fusion • PTGui • GitHub • BitBucket • Perforce

#### Programming Languages

C# • MEL • Python • Cg • Git

#### Digital Production Skills

Animation directing and supervision • content creation and programming for virtual / augmented / mixed  
reality • 3D/2D animation • modeling and texturing • motion capture • camera layout • rigging • lighting &  
rendering • visual music and motion graphics • stereoscopic compositing • architectural projection mapping •  
practical FX • green screen lighting • HDRI panoramic photography • 3D tracking & photogrammetry • film  
editing • sound design

#### Traditional Production Skills

2D hand drawn animation • Pixilation animation • Light painting • Stop motion animation • Cut-out  
animation • Cameraless animation • Storyboarding

### EDUCATION

University of Southern California - Cinematic MFA: Animation and Digital Arts, 2007 - 2010 Udacity - VR  
Developer Nanodegree, Oct 2016 - current (for career development)

Animation Mentor, 2005- 2007

### SCREENING / AWARDS

2013 The British Animation Film Festival 2013, London, United Kingdom  
2013 Anima, Brussels Festival of Cartoon and Animated Film, Brussels, Belgium  
2012 4th Atlanta Philosophy Film Festival, Atlanta, GA  
2012 Adobe First Frame 2012, University of Southern California, Los Angeles, CA  
2012 Istanbul International Animation Film Festival, Istanbul, Turkey  
2010 2010 San Francisco International Asian American Film Festival, San Francisco, CA  
2009 Adobe First Frame 2009, University of Southern California, Los Angeles, CA  
2008 17th St. Louis International Film Festival, St. Louis, MO  
2008 31st Rencontres Henri Langlois International Film Schools Festival, Poitiers, France  
2008 Animanima International Animation Festival, Cacak, Serbia