

# Chelsea Hui Ming Khoo

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Demo reel: <https://vimeo.com/390290630> | Singaporean

## EXECUTIVE SUMMARY

A visual effects artist that has worked across multiple departments with more than 10 years of experience. I am skilled in Compositing, Layout, Rigging and specialized in Cloth, Muscles, Hair/ Fur, Rigid Bodies setup and simulations.

Maintains the aesthetic vision of the production.

Trainer and mentor for the Creature Development team in Lucasfilm Singapore.

Always looking for opportunities to learn and upgrade my VFX skills, I am people and team-oriented that allow me to collaborate closely with my own and other departments' artists, supervisors and production crews.

## TECHNOLOGY SKILLS

- Adobe (Photoshop, Premiere Pro, After Effects)
- Autodesk (3ds Max, Maya)
- SideFX (Houdini)
- Epic Games (Unreal Engine)
- Zeno (Lucasfilm proprietary software)
- Linux

## WORK EXPERIENCE

### Lucasfilm Singapore

#### Senior Creature Technical Director

(May 2012 – Oct 2023)

- Advanced hero-creature rigging and enveloping in Maya
- Set up and run Maya/ Houdini cloth, hair, muscle simulations
- Wrangle creature rigging issues for artists in other disciplines
- Mentor entry level artists
- Run flesh-volume simulations
- Wrangle creature pipeline issues for artists in other disciplines
- Act as wrangler for a creature and/or a specific technique used across multiple creatures

### Lucasfilm Singapore

#### Junior Layout Artist

(July 2019 – August 2023)

- Performs matchmoving duties such as camera tracking, character matching (matchanim), solving lens distortion, deformation matching of surfaces, solving native stereo plates

**Lucasfilm Singapore****Cloth Simulation Artist**

(March 2012 – May 2012)

- Creates cloth simulation for an animated episodic TV series – The Clone Wars

**Southern Star Singapore****VFX Lead**

(Oct 2009 – Oct 2011)

- Lead a team of artists to achieve weekly and episodic productivity goals for animated episodic TV series – Bananas in Pyjamas | Hi-5
- Produce Cloth, Particle and Crowd Simulation shots on a weekly basis with an expectation towards handling the more complex shots
- Partner with other production departments, both internally and externally, to achieve the goals of the production

**EDUCATION****Temasek Polytechnic**

Diploma in Interactive Media Design, major in Animation

**Serangoon Junior College**

Singapore-Cambridge General Certificate of Education Advanced Level, major in science

**OTHERS**

Fluent in English and Mandarin

Escape Studios Online Course: ZBrush Foundation

Innovate Art and Design: Art Education Outreach Course (Visual Arts)

Singapore Media Academy: Stereoscopic 3D Workshop