

REX LAI
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PROFILE

Highly adaptable with a definite passion for traditional art and animation, **Rex Lai** has been able to hone his skills in the CGI industry for over 6 years as a **CG Generalist, Lighting & Compositing Artist and Visual Effects Artist**. Drawing from his experience, he has adapted his skills to effectively represent the director's vision and respond to guidance from supervisors. Rex also consistently demonstrates efficient communication within team environments to maintain quality and productivity within scheduled deadlines.

SKILLS

Intuitive and proactive problem solving skills
Excellent communication
Strong attention to detail
Strong understanding of compositing

Proficient with Autodesk Maya, Foundry Nuke and Adobe Photoshop
Working knowledge of Real Flow, and Adobe After Effects
Experienced with dynamic simulations, lighting, and rendering with Mental Ray, V-Ray, and Renderman
Strong understanding of animation principles
Strong drawing skills with excellent sense of proportion and perspective

WORK EXPERIENCE

Rainmaker Entertainment Inc, Vancouver, BC

CG Generalist and Style Guide /LRC Artist

2015-2016

Using prior experience and expertise, various tasks were requested for **Hit Entertainment's: Bob the Builder**. Primarily working independently, in correspondence with the art director and the lighting and compositing department, priorities were focused on creating, troubleshooting and recreating large resolution graphic renders for client promotional and internal purposes. Renderman for Maya, Nuke and Photoshop were the main programs in use.

Bardel Entertainment Inc, Vancouver, BC

Lighting, Rendering and Compositing Artist

2013-2015

Worked closely with production team to maintain and hone the director's vision and artistic integrity for such projects as the animated feature, **Kahlil Gibran's the Prophet**, and series such as **Leapfrog Letter Factory Adventures, Veggietales In The House**, and **Dreamworks: The Adventures of Puss In Boots**. Combining various artistic techniques, elements were created using Mental Ray, V-ray, Maya, Nuke and Photoshop with close attention to consistency and overall artistic tone.

Nitrogen Studios Canada, Vancouver, BC

Visual Effects Artist

2009-2012

Responsible for creating, researching and developing visual effects for **Thomas and Friends** CG animated television series, as well as the **Kodee's Canoe** iPad app and web series in a team environment. Programs and tools from Autodesk Maya, Realflow, Adobe After Effects, and Nuke were used to simulate stylized, real-world dynamic effect, while demonstrating artistic sense, and basic animation principles such as weight and timing.

EDUCATION

BCIT, Burnaby, BC

2007-2008

One year certificate program in Digital Animation

Vanarts, Vancouver, BC

1998- 2000

Part-time studies, Intro to Classical Animation and Intro to 3-D Computer Animation

Langara College, Vancouver, BC

1996-1997

General Studies

VOLUNTEER WORK AND COMMUNITY EVENTS

Art Vancouver, Vancouver, BC

Ocean Gybe – Art Station Operator

February 2013

Helped children and participants with sculpture, button making and face painting.

BCIT Open House 2008, Vancouver, BC

Creative Team – Mascot Design

January 2008

Provided creative development of 2 characters, Opman and Kaizen

Event Volunteer – Introduction to Digital Animation

April 2008

Provided information to visitors about the program

REFERENCES

Available upon request