# LAWRENCE CHENG

# VIDEO EDITOR / MOTION GRAPHIC ARTIST / 3D CHARACTER ARTIST



## SKILLS -----

- Software: Premiere Pro, After Effects, ZBrush, Maya, Cinema 4D, Blender, Substance 3D Painter, Photoshop.
- Experienced video editor of 6 years in making promos, PSAs and motion graphics for a TV station.
- Practiced making 3D character models as personal projects in the past 3 years. Enrolled in a mentorship program involved in making stylized and likeness 3D Character models
- Enrolled in a mentorship program involved in making stylized and likeness 3D Character models
- Created more than 10 3D Character models.

# PROFESSIONAL EXPERIENCE

## **VIDEO EDITOR + MOTION GRAPHIC ARTIST**

LS Times TV, Richmond, BC, Canada

February 2017 - Present

#### ROLE

- Created over 600 promos for upcoming shows such as films, dramas series, news and variety show (Premiere Pro. After Effects).
- Operated cameras, lighting and recording devices in order to record footages for over 100 interview shows, public service announcements, special events and commercials altogether.
- Created a new virtual set from scratch for the interview show by using a 3D modeling software (Cinema 4D). The subjects were keyed and placed into the virtual set during post production (Final Cut Pro).
- Created motion graphic background and lower thirds for public service announcements. The materials were filmed with green screen (**Premiere Pro, After Effects**).
- Directed and filmed over 100 episodes of a weekly interview show with talented hosts and renowned quests.
- Assisted in filming some documentaries and special events in various locations.
- Managed and converted materials such as movies, TV dramas, and commercials in different video formats (Premiere Pro, After Effects).
- Managed content on social media such as Facebook and Youtube.
- Organized the film list and assisted in managing the meeting minutes.

## **BUSINESS CARD DESIGNER**

iStage, Hong Kong

May 2016 - July 2016

## **ROLE**

- Illustrated several templates of the business card for clients to see which suits their preference (Photoshop, Illustrator).
- Reiterated the design in order to accommodate the clients' request and finalized the overall design.
- Embedded a QR code on the business card that linked to the clients' official web page.

# LAWRENCE CHENG

VIDEO EDITOR / MOTION GRAPHIC ARTIST / 3D CHARACTER ARTIST

/	70-310-3001
✓ c	henglawrence10@outlook.com
_	ttps://lawrence-cheng.com
	tt //

770 210 2/01

# PERSONAL PROJECTS -----

# 3D Stylized CHARACTERS

May 2019 - Present

- Sculpted and textured 10 3D models with ZBrush, textured in Substance 3D Painter and rendered in Maya, Blender and Marmoset Toolbag.
- Made 3D models in varies forms: from human anatomy to other creatures.
- Knowledgeable in making oraganic model (clothing, hairstyle) and hard surface (space shuttle, swords, trophy)

### 3D SELF-PORTRAIT

February 2019 - April 2019

- Took few pictures of my face in different angles and traced them into basic 3D polygons (Maya).
- Imported the basic 3D model into **ZBrush** and sculpted it in higher details.

## ACADEMIC PROJECTS ------

## RETROGRADE (VR) - 3D ENVIRONMENT DESIGNER + ANIMATOR + DEVELOPER

IAT445 Immersive Environment, Surrey, BC

September 2016 - December 2016

#### **ROLE**

- Designed certain environments and collaborating the others into one file.
- Created 3D characters and animating their actions (Maya).
- Implemented codes for triggering certain events such as playing background music and sound effects. Specific codes were implemented for the interaction of using the VR headset (Unity).

## EDUCATION -----

Simon Fraser University: BA, School of Interactive Arts & Technology (SIAT) in Media Arts Surrey, BC, Canada, 2011 - 2017

## AWARDS -----

Vancouver Community College: Project Management for Video Games

Vancouver, BC, Canada, October 2023 - December 2023

Art Heroes Academy: Likeness Program

Dec 2022 - Feb 2023 Certification ID: 4683202

Art Heroes Academy: Stylized Character Program

Sept 2022 - Dec 2022 Certification ID: 4534480