

Greg Cheng
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Visual Effects

I am a digital compositor who multi-tasks well and produces quality material in an effective manner. Fantastic with on-set production, post-production and various methods of Visual Effects with a great eye for detail, I work well in team environments and am always ready to create; eager to learn.

I am proficient in key software such as **Adobe After Effects, Photoshop, Illustrator**, as well as various 2D and 3D tracking applications such as **Imagineer Systems Mocha** and **Pixel Farm Ptrack** for VFX. I am currently adding The Foundry's Nuke to my skill set.

Education

The Art Institute of Phoenix, Phoenix, AZ; March 2007
Bachelor of Arts in Visual Effects & Motion Graphics

Professional Experience

Jack Ryan – *North Hollywood, Ca - July 2017 – May 2018*

Compositor:

In-house compositor for the entire Jack Ryan series completing needed gun fire, blood hits, wounds, and other action sequences. The job also entailed clean-up, burn-ins, time warps, split frames, keying, sky replacement, footage degradation, logo removal, UI and graphic creation, driving comps, stabilizing, and any last-minute compositing at the final hour.

Stargate Studios – *Pasadena, Ca - February 2011 – April 2017*

Compositor:

Integrating digital elements into live action footage, including monitor burn-ins, beauty cleanup, set removal, muzzle flashes, blood hits, green & blue screen keying, 2D & 3D tracking for beauty cleanup and scene replacement. [Grey's Anatomy, Walking Dead, Heroes Reborn, Ray Donovan, 24: Legacy, House of Lies, Disney]

Cinergy Creative – *Los Angeles, Ca - June 2016 – September 2016*

Compositor:

Artist in charge of keying green screen, background replacement, screen burn-ins, cleanup and tracking. [Shooter, Queen of the South]

Prime Focus – *Hollywood, Ca - August 2010 – November 2010*

View-D Stereoscopic Compositor:

Extracting and compositing 2D plates into a stereoscopic 3D environment suitable for major feature films. Using matte extraction techniques to enhance perspective focus

in order to create a scene of realism in a team environment. Quality checking the authenticity of the 3D space before finalization for the client.

Pepper J Productions – *Hollywood, Ca - November 2008 – March 2010*

Technical Director/Digital Artist:

Managing and operating professional audio & HD video equipment as well as keeping current with new improving technologies. Working as Camera A during production, live editing for a broadcasted show and editing/graphic animation & design in Post. Working in a television, behind the scenes and red carpet interview environment.

Pacific Title & Art Studio – *Hollywood, Ca - February 2008 – February 2009*

Digital Intermediate Artist:

Cleaning dust and scratch fixes from footage as part of the digital intermediate process in addition to rotoscoping and preparing sequences for visual effects and coloring.

Zoic Studios – *Culver City, Ca - September 2007 – February 2008*

VFX Internship:

Interacting with Producers, Coordinators and Artists on daily projects as well as fulfilling internship duties around the studio including learning from and assisting the artists in their work load.

Catalyst FX - *Phoenix, Az - May 2007*

Compositor:

Utilized Compositing and Rotoscope software (Monet) for tracking, stabilizing and window removal tools in the movie "Say it in Russian." Also authored DVD menus and produced digital paint-outs in "Alphabet Killers."

Copper Post Digital - *Phoenix, Az - March 2007*

Freelance Digital Artist:

Roto-scoped and assembled pieces for the History Channel's "Banned from the Bible: Part II" two-hour broadcast series and various *Circle K* commercial spots.

AZ LOTTERY - *Phoenix, Az - March 2006*

Production Assistant:

Assisted Producer and Art Director on stop motion animation on set for two Arizona Lottery "Scratchers" commercials with studio equipment and Final Cut Pro.

SIGNTEX IMAGING, LP – *Tomball, Tx – Summer of 2004*

Graphic Artist:

Constructed and designed billboards, banners and wallpapers for both indoor and outside use with a variety of vinyl and canvas materials. Used graphic design programs such as Adobe Illustrator and Photoshop to assemble and color correct created graphics for main stream advertisement settings.