






Sheen Yap.

VFX

-  Showreel : <https://www.sheen Yap.com/showreel>
-  Email : sheenwei.yap@gmail.com
-  IMDB : <https://www.imdb.com/SheenYap>
-  LinkedIn : <https://www.linkedin.com/in/sheen-yap/>
-  Location : UK , Canada

FILMOGRAPHY

VFX Supervisor

The Ballad of Songbird and Snakes
Renfield
The White House Plumbers
Slumberland

CG Supervisor

Peter Pan and Wendy
The Tomorrow War
Flora & Ulysses
The Call of the Wild
The Nutcracker and the Four Realms

Lighting Lead

Wonder Woman
X-Men : Apocalypse
James Bond : Spectre

Lighting TD

Paddington 2
Jungle Book
Pirates of the Caribbean : Dead Men Tell No Tales
Exodus : Gods & Kings
Guardians of the Galaxy
300 : Rise of an Empire
World War Z
Total Recall
47 Ronin
The Avengers
Transformers : Dark of the Moon

Digital Artist

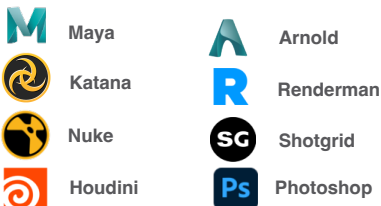
Rango (CFX Artist)
The Avengers (Matchmove & Rotoanim)

EDUCATION

Bournemouth University, UK

B.A. Hons. Computer Visualisation & Animation
Sept 2006 - June 2009

SOFTWARE



Experience.

15 Years Feature Film Experience

Starting at ILM Singapore as a Digital Artist, I was fortunate to start my career strong in matchmove, cfx and lighting. My love for art, photography and problem solving lead me down the path of a Lighting TD and eventually into supervision roles.

Working on small to large productions and managing shows ranging from 200 to 1400 shots has given me the ability to be organized and work efficiently under pressure. It has also given me leadership experience in managing large teams and schedules.

VFX Supervisor

Outpost VFX / Montreal / Oct 2021 - Current

- Responsible for overseeing and delivering VFX projects. Briefing, reviewing and approving shots on the project for all departments 3d and 2d.
- Client communication, bidding and work presentation.
- Show scheduling and delivery planning.
- Making creative, technical, financial and talent resource decisions for the shows.

CG Supervisor

Framestore / Montreal / Feb 2020 - Oct 2021

MPC / Montreal / Oct 2017 - Feb 2020

- Responsible for managing teams of 50 to 200 people from the 3D departments on projects.
- Briefing and reviewing work from assets, matchmove, rotoanim, animation, layout, environment, dmp, cfx , fx and lighting across different sites and time zones (India, London, Vancouver, LA).
- Collaborating with software, leads and artists to solve creative and technical challenges.

Lighting Lead & TD

Framestore / Montreal / May 2017 - Oct 2017

MPC / Montreal / Jan 2016 - Mar 2017

MPC / London / Nov 2012 - Jan 2016

Baseblack / London / May 2012 - Sept 2012

ILM / Singapore / Sep 2009 - May 2012

- Leading a team of 5-20 lighting and lookdev artists.
- Light rig and template workflow setup. HDRI stitching, grading and extraction.
- Lighting, rendering and lookdeving characters, fx, environments, props and vehicles.
- Work closely with the compositing team to produce AOV's and render passes for final shot.

Digital Artist

ILM / Singapore / Sep 2009 - May 2012

- Creature FX TD : Cloth, rigid bodies, hair and fur simulations.
- Matchmove & Rotoanim Artist : Camera solving, body tracking and photogrammetry creation.
- 3D VFX Jedi Masters Program : 6 months training in lighting and matchmove.