

Minh Kin DO

Address : Rue de la Victoire, 106
1060 Saint Gilles (Brussels, Belgium)

Phone : +32 485 649 365

e-mail : kin@dwarf-academy.com

33 years old

status : Single

Nationality : French

Position :

FX Technical Director

Professional objectives : working in team / tracking and resolving users problems as possible or reporting bugs / creating some friendly tools to recursiving tasks

FX Skills :

OSX or Linux environment / TCSH, MEL, Python scripting / MEL expressions / Maya user interface creation
Relight dynamic shader expression / R&D pipeline creation (import, parsing, export data files) in python
Maya fluid, hair system, nParticles, nCloth, rigid & soft body, Maya fields and constraints.

Good notions with RealFlow deamons and particles simulation.

Good understanding of a correct polygon flow in subdivision in hard surfaces modeling.

Knowledge in the visual components of motion pictures composition. And the method to control the audience eyes by playing with the contrast and affinity intensity of the visuals components.

Experiences :

2012 - Today : **nWave Digital** (Brussels, Belgium)

Character FX Cloth & Hair (*Maya, Mel, Python*)

2011 : **Dwarf-Labs** (Montpellier, France)

R&D in teamwork to build a part of the proprietary data manager "dwarfman"

Look dev and R&D for CG clouds creating process and CG water zero-G (in partnership with lighting dept.)

Dynamics vegetation and dust simulations

2003-2009 : **SARL Exagone** (Montpellier, France)

CG 2D artist (print, web, commercial movies creation for many Nights clubs and restaurants)

Education :

June 2011 : **Master class storytelling PIXAR by MinhHyung Lee** (Dwarf Academy Montpellier, France)

jan 2010 – oct 2011 : **Shot Technical Director VFX** (Dwarf Academy Montpellier, France)

oct 2009 – june 2010 : **3D Generalist infography** (Objectif 3D Montpellier, France)

jan 2001 – dec 2002 : **Multimedia conceptor and integrator** (CESI Aix en Provence, France)

june 2001 : **Electronic bachelor** (J. Perrin High School Marseille, France)

Softwares :

Maya, Lightwave, Realflow, Relight, Photoshop, Illustrator, After Effect, Premiere, XSI, Flash, Dreamweaver

Languages :

French (native) – English (School level & technical CG language) – Spanish (notions)

Hobbies :

Movies, new technologies, painting, playing music, motorcycle, sports, learning and working.