



# GERALD CHUA

CG Artist

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## About me

Driven and passionate individual who takes pride in having a wide spectrum of skillset and exposure in different positions. Always taking initiative when things are not happening and providing solutions to difficult situations.

Current passion and dream is to develop local content infused with literature for the older and upcoming generations to learn and reminisce our history, culture and folklores.

## Education

### BFA in Digital Animation

Nanyang Technological University  
School of Art, Design and Media  
2016-2020

### BA in 3D Computer Animation and Modelling

University of Hertfordshire  
2019  
Semester Exchange

### Diploma in Digital Animation

Singapore Polytechnic  
School of Digital Media and  
Infocomm Technology  
2011-2014

## Projects and Work Experience

### Film Auteur (2019-2020)

Adaptation of Classical Literature Text into a Contemporary Singapore Context: Hawker  
Final Year Project, Research Project,  
CG Animated Short Film

Responsible for Ideation, Story, Concept Art, Storyboarding, Asset Creation, Rigging, Texturing, Animation, Lighting, Rendering and Compositing.

### Production Assistant (2020)

From The Living Room  
National Arts Council Programme

Assisted in the production of the arts programme during Circuit Breaker period.

### Cinematographer and Camera Motion Control System Programmer (2018)

Main Ballet Tanks  
Research Project, Stop-Motion Short Film

Setting up of the shots for Main Ballet Tanks  
Programmed the camera motion control system  
Managing assets and equipments

### Work-Student Assitant (2018-2020)

Animation, Stop-Motion and  
IT Departments

Assisted in the maintenance of workstations and software upgrades  
Assisted in loaning of equipments  
Working with other work-study students to introduce a system for fair use of studio space and equipments

### Animator (2018-2019)

Sticks  
N.E.mation! 2019

Conceptualised and animated a 30-second 2D animation for N.E.mation! 2019 competition  
Awarded Special Mention Award and Top 10 Finalists

## **Software and Skills**

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Autodesk Maya  
Maxon Cinema 4D  
Rhinoceros 3D  
ZBrush  
Houdini  
Substance  
Nuke  
TVPaint Animation  
Toon Boom  
Dragonframe

Adobe Photoshop  
Adobe Lightroom  
Adobe Illustrator  
Adobe InDesign  
Adobe Dreamweaver  
Adobe After Effects  
Adobe Premiere Pro  
Adobe Audition

Microsoft Word  
Microsoft Excel  
Microsoft Powerpoint

Python  
Java

Animation  
Modelling  
Rigging  
Scripting  
Look Development  
Concept Art  
Lighting  
Compositing  
Motion Graphics  
Graphic Design  
Audio Mastering  
Photography  
Videography

## **Leadership**

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**Nanyang Technological University**  
**School of Art, Design and Media**

**ADM Graduation Show 2020**  
Space Coordinator  
**Animation Representative**  
**Freshmen Orientation Camp 17/18**  
Business Manager

**Tanjong Hall 1st Hall Council**  
Cultural Director

## **Projects and Work Experience**

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### **Animator (2017-2018)**

Jurong Health Service Quality Awards  
Ng Teng Feng General Hospital and Jurong Health

Produced a photo montage video with CG animation

### **Co-Founder (2018-present)**

Magari SG  
Startup, Product Design and 3D Printing

Co-founded with Product Designer, Sim Lee Leng, to design and 3D print minimalistic and geometric pots for succulents.

### **Photographer (2015)**

Smile Singapore  
Clarke Quay Central, National Art Project

Roving photographer to take photos of smiling faces as well as collecting personal stories of what makes them happy to be in Singapore.

### **Audio Engineer (2014)**

Freelance  
Live shows and gigs

Setting up of Audio Equipments for big events - Hillsong, Singapore Chinese Orchestra and Stefanie Sun concert

### **Founder (2014)**

SummerHeights Studios  
Startup

Offers professional services, such as 2D and 3D animation, motion graphics, photography and visual communication needs.

### **Photographer (2014)**

Studio and Events  
Creative District

Taking photos for university graduation events  
Assisted in studio, corporate and outdoor shoots

### **3D Animation Intern (2013)**

Animation Intern  
Puzzle Animation Studio, Shenzhen, China

Animated and composited for a 2D and 3D animated TV series