

Elaine Fung

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Experience

Artifex Studios, Senior 3D Artist

January 2006 - February 2010

- As a generalist in a small boutique studio, I am mainly responsible for creature builds - modeling, sculpting, rigging, texturing and shading. However, I am also proficient in lighting and animation.

Slither Productions, 3D Animator

December 2004 - November 2005

- Was hired to work on pre-vis during pre-production, which then lead to a full-time 3D animation position.

Rainmaker, Rotoscoper

October 2004 - November 2004

- I spent 2 months working the night shift. I was extremely grateful for this entry position, but it also provided a great motivation to advance my career.

Education

Vancouver Film School

June 2003 - July 2004

Diploma, 3D Animation & Visual Effects

University of British Columbia

1995 - 1999

Bachelor of Arts, Asian Studies

Software

Maya

UVLayout

Renderman For Maya

ZBrush

Mudbox

Photoshop

Credits

Film

Defendor

While She Was Out

Scourge

Summerhood

BloodRayne II: Deliverance

Whisper

Seed

Pathfinder

In The Name of The King: A Dungeon Siege Tale

Slither

The Sisterhood of the Travelling Pants

Elektra

Television

The Troop

Stormworld

Impact

Iron Road

Painkiller Jane

Anna's Storm

Firestorm: Last Stand at Yellowstone

Little House on the Prairie

Karroll's Christmas

Stargate: Atlantis

The Collector

Commercial

Nissan

Nike Air Jordan XXI

Mexico Tourism