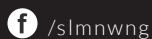


SOLOMON WONG

Lighting and
Look Dev Artist



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EXPERIENCE

Wētā FX

Senior Lighting TD

June 22 - Present

Scanline VFX Montreal

Senior Generalist

December 21 - June 22

Dneg Montreal

Lighting TD

January 20 - December 21

FATface production

Look Dev and Lighting Artist

February 19 - November 19

MPC Vancouver

Lighting Artist

October 17 - October 18

PROJECTS

The Flash

Senior Lighting TD

Our Flag means Death

Lighting Lead

Avatar 2

Senior Lighting TD

Moonfall

Lighting TD

The Gray Man

Senior Generalist

Foundation

Lighting TD

Andor

Senior Generalist

Shadow and Bones

Lighting TD

Infinite

Lighting TD

Fast and Furious 9

Lighting TD

Warriros of Future

Lighting &
Look Dev Artist

The New Mutants

Lighting Artist

Ad Astra

Lighting Artist

Aquaman

Lighting Artist

EDUCATION

Savannah College of Art and Design

Fall 14 - Fall 17
BFA Visual Effects, minor in Filming and Television

University of Illinois at Urbana Champaign

Fall 10 - Spring 14
BS Statistics, minor in Computer Science

ACHIEVEMENTS

VES Outstanding Visual Effects in a Photoreal Episode 2021 - Foundation

SCAD Student Inctive Honors & Achievement Honors Scholarship

Dean's List (2014-2017) Major GPA 3.8

CRLA's International Tutor Training Program Certification

The Rookies Studio Internship Finalist (Canada)

SCAD Dean's Award - Achievement in Animation (Vows)

Primary Skills

Texturing & shading, modelling, digital sculpting, lighting, digital compositing, rotoscoping, rendering, rendering and optimization

Software: Katana, Maya, Zbrush, Mari, Houdini, Nuke, Marvelous Designer, Substance Painter, Substance Designer, After Effects

Render engines: Renderman, Arnold, Mental Ray, Vray, Key-Shot, Clarisse, 3Ds Max

Other Skills

Filming, Video Post Production, Photography, Premiere, Photoshop

Platform: Windows, Mac OS, Linux

Language Skills

Cantonese
Mandarin
English