


Walton Ng

VFX Artist

CONTACT

 Los Angeles, CA

 (912)-323-5740

 waltonwaiting@gmail.com

 <https://www.waltonwaiting.com>

EDUCATION

BFA in Visual effects
Savannah College of Art and Design

SOFTWARES

Zero Density

Pixotope

Chyron

Maya

Houdini

Unreal Engine

Mocha Pro

After Effect

Nuke

DaVinci resolves

Premiere

Photoshop

Illustrator



PROFILE

My interest in cameras and technology brings me to the world of VFX real-time rendering and compositing. I have hands-on experience with cameras and computer software that accentuate my goals.

SKILL SUMMARY

Software

- Setting up scenes aspects such as blueprint, lighting and shader for rendering in Unreal Engine
- Create, modify and polishing modeling assets
- Performing stage measurement and location for XR stage and VFX shots.
- Live streaming set up in hardware and software (specialized in video and basic audio), compositing, controlling different output and streaming to social media within the best setting
- Previsualize using animation, level and camera sequence in various 3D softwares.

Cinematic and VFX

- Cinematography and graffer in XR stage and VFX
- Compositing and motion graphic for individual shot
- Realtime Camera tracking in Unreal Engine (HTC and iPad), match move and camera tracking using Nuke, After Effect and Mocha pro

AWARD

Official Selection : Revereto Doc Fest - World Cultural Heritage

Lighting & Compositing Supervisor
2019 - 2020

The lighting and the compositing are based on a painted stylize HDRI with small side light to control the lighting ratio of the characters. Motion blur and camera focus were later added in the compositing process.

WORK EXPERIENCES

Crazy Maple - Freelance Visual Effect Artist(Compositor)

2024-Present, Los Angeles, CA

Responsible for video compositing and motion graphics for individual shot.

CGLA Studios - Project based Technical Artist

2023-Present, North Hollywood

Responsible for unreal blueprinting for AR production using Unreal Engine, Zero Density, Pixotope. Also responsible for realtime drone tracking.

Kingsfield Engineering Ltd - Internship

2018, Hong Kong

The company is expanding to render their 3D project from outsourcing to rendering locally in their office. I had the chance to learn about their workflow and render in V-Ray.

EHLA Education - Part time Camera operator, Editor

2016 - 2017, Hong Kong

The company produces educational short videos for schools. Responsible for operating the green screen room and shooting videos of the teachers, and editing and compositing the video with motion graphics as background.