

Darwin Muis Resume

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Experience:

2007 – 2012 ST Electronics (Training & Simulations)

3D Generalist:

- Effects and simulation using Maya fluids, particles, ncloth & hair.
- Additional vehicles & environment modelling & texturing for concept videos.
- Additional compositing & editing.
- Simple mel scriptings & management of render farm
- Low res modeling & assets management for realtime training simulators
- Character, props & environment modelling & texturing for animated feature ***Flood***.

2007 Nanyang Polytechnic

Development Technologist:

- Modelling & texturing for in house experimental project

2005 – 2007 Infinite Frameworks Pte Ltd, Singapore

CG Artist:

- characters & vehicles modeling & rigging for animated feature ***Sing to the Dawn***.
- Modelling & texturing for TV commercials

Software Skills:

- Maya (& Mel scripting)
- 3ds Max
- Vray
- Zbrush
- Photoshop
- Adobe After effects
- Adobe Premiere
- 3D Equalizer

Education:

- **2005 – 2012 Masterclass**

- *Gnomon Masterclasses 2011 (online)*

-*Automation for Massive Game Productions Masterclass (Singapore,2008)*

by David Hunt, Lead Character Rigger, Bungie

- **2011 – 2012 Escape Studios (Online)**

Mentored Visual Effects course – Basic & Advanced Maya, Lighting & Rendering, , Matchmoving & Compositing in Nuke

- **2002 - 2005 Nanyang Polytechnic (Singapore)**

Diploma in Digital Media Design – Life drawing, 2D & 3D animation, Video & Audio

- **1998 - 2002 Monk's Hill Secondary School (Singapore)**
GCE 'O' Level (Cambridge) Certificate

Languages:

English
Chinese
Indonesian

Other achievements and activities:

2005 The Battle of Bukit Chandu

Producing, modeling, layout & lighting in 3ds Max.

An experimental 2D&3D short film on a battle of world war 2 in Singapore.

Awards :

4As Crowbar Award 2005, Gold

Screened on arts central, Japan's Short Shorts Festival, Crowbar Awards,
DesignFest05, Comgraph, Reflection at Bukit Chandu & Ford Factory

References available on request