Peter Mo
3D Generalist/Technical Artist
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Objective

To apply my creative and analytical skills and passion for 3D towards developing awe-inspiring virtual worlds.

Professional Experience/Achievements

CG Pipeline
- 10 years of experience in a CG production pipeline, creating award-winning short films; with special focus on lighting and post-production
- Solving problems in Maya: rebuilding/optimizing rigs, reducing poly count and baking hi-res details into displacement or normal maps, editing Maya ASCII files to remove errors, resolving import/export issues
- Render Optimization: extensive testing of render settings in Renderman, V-Ray, and Arnold to achieve ideal balance between quality and render time
- Tools and Effects: Shader Convertor (convert any kind of shader to any other kind of shader, preserves texture connections); particle-based rain in which ripples automatically spawn at point-of-impact on ground plane, Nuke Python pre-compositing script to load all passes (AOVs) and connect them together, along with color correction nodes for each
- Created complex shader networks in Arnold and Renderman for film and physically-based real-time shaders in Unreal, Unity, and Marmoset Toolbag, including toon and other stylized shaders

Video/Film
- Edited and created visual effects for CineQuest trailer (2009)
- Lighting and Rendering and Compositing for the animated short *The Offering* (2010)
- Lead Visual Effects Artist for short film *The Girl in the Attic* (2010)
- Lighter and Compositor for the animated short *Worlds Apart* (2011)
- Lighting Supervisor, Compositing, Texture Artist, and Technical Direction & Tool Development for animated short *Driven* (2013)
- Director for MediaWorks production of promotional video for Corning Inc. (2015)
- Technical Director for MediaWorks production of TEDx San Francisco trailer (2015)
- Technical Director for MediaWorks production of Rebus Farm logo animation (2015)
- Lighting Director for animated short *Trouble Brewing* (2016)
- Lighting and Effects Director for animated short *Brink* (2017)

Film Awards
- The Offering (more info)
  - Rising Star Award, Canada International Film Festival (2010)
  - Winner, Best Short Animation, Tiburon International Film Festival (2010)
  - Winner, Shoestring Trophy, Rochester International Film Festival (2010)
  - Winner, Indie Award of Merit – Animation, The Indie Fest (2010)
  - Winner, Best Animation, Route 66 Film Festival (2010)
- Worlds Apart (more info)
  - Children's Jury Award, Animated Encounters International Film Festival (2011)
  - Winner, Best Animation, Big Bear Lake International Film Festival (2012)
  - Winner, Best Animated Short, California International Animation Festival (2012)
  - Winner, Best Animated Short, California International Shorts Festival (2012)
  - Winner, Best Animation, The Film Festival of Colorado (2012)
- Trouble Brewing
  - Selected for Siggraph 2017 VR Film Jam (more info)
- Brink
  - First Place, 2017 Christmas Holiday Short Animation Contest (more info)

Games/Apps
- Created UI, graphics, and ActionScript 3.0 code for the Facebook application Speed Racing (peaked at #5 in Facebook Daily Active Users category in early 2008)
- Created all UI and graphics for the released iOS game I See Ewe (2008-2009)
- Created all UI and graphics for the released iOS game Secret Agent (2010)
- Created all UI and graphics for the released iOS game Fruit Pong (2010)
- Rigged 3D models and baked lighting for released iOS game Rapper Run (2012)
- Directed *Trouble Brewing VR* hosted by Epic Games at Siggraph VR Film Jam (2017)

Hard Skills
- 3D Software: Maya 2018, ZBrush 4R8, Mudbox 2018, Substance Painter 2, Marmoset Toolbag 3
- 3D Skills: lighting & rendering (V-Ray, Arnold, Renderman, and Mental Ray), UV layout in Maya, texture painting in ZBrush and Mudbox, character modeling, hard-surface modeling, character rigging, render farm management
- Game Engines: Unreal Engine 4.1x, Unity 2018
- Game Creation Skills: VR Experience creation with Unreal and Oculus Rift, 3D Asset Optimization, Shader Development, Lighting, UI/UX, Layout, Real-time shader development, Real-time Post-processing
- 2D Software: Adobe PhotoShop, Flash
- Scripting: MEL Script, Python, Lua
- Video Editing/Compositing: NukeX 11, Fusion 9, Premiere Pro, After Effects

Soft Skills
- Leadership for small teams
- Can communicate effectively
- Teaching & Mentoring
- Quick Learner
- Enthusiasm for 3D!
- Patience
- Good Problem Solver

Employment History

5/12 – 6/12 **Texture and Lighting Artist for Unity Games** (Contract)
Fantasy Hip Hop, Inc., Sunnyvale, CA

9/09 – 10/13 **Lead Artist for Mobile Games**
Aerende, Inc. Palo Alto, CA

1/09 – 5/11 **Maya Instructor: Introduction to Maya**
International Technological University San Jose, CA

1/08 – **Maya Instructor: Advanced Lighting & Layout, Advanced Texturing, Compositing and Special Effects in Nuke**
Cogswell College Sunnyvale, CA

11/07–3/08 **Lead Artist for Facebook App "Speed Racing"**
Tripmonger, Inc. Mountain View, CA

9/03 – 4/04 **Technical Support Supervisor**
AmbiCom, Inc. Santa Clara, CA

2/00 – 7/03 **Technical Support Manager/Lead Tester/Webmaster**
Pretec Electronics Corp. Fremont, CA

Education

2007 **BFA in Digital Arts & Animation, Specialization: 3D Modeling, graduated cum laude**
Cogswell Polytechnical College
- Won first place at 1st Annual Cogswell Alumni Design Challenge, 2006
- Game Technology Research Lead Officer of Cogswell Game Development Club

1999 **Webmaster Certification**
I.T. Bridge Cupertino, CA