

David Luong

Composer/Digital Matte Painter

david@davidluong.net

951.534.9970 / <http://davidluong.net>
423 Ridgeway, Irvine, CA 92620

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Feature Film Experience

- 2007 *Blizzard Entertainment*, Light/Color/Comp (November 06-Present)
- Starcraft 2: Teaser Cinematic
- 2006 *Rhythm & Hues*, Composer (January 06-October 06)
- Night at the Museum
- Superman Returns
- Garfield: A Tail of Two Kitties
- 2005 *Luma Pictures*, Comp/Roto/Paint (August 05-January 06)
- Underworld: Evolution
- Silent Hill
- 2005 *Disney Toon Studios*, Background Painter (July 05-August 06)
- Tinkerbell

Other Experience

- 2006, *Garfield 2*, Rhythm & Hues month-long Compositing Apprenticeship
- 2005, *God Forbid*, Matte Painter, for Eric Shamlin of Radium, music video
- 2005, *The Neverending Story: The Renewal* - Directed and supervised VFX for short
- 2005, *Origin* - Matte Painter and Composer - an independent feature film

Education

- 2001-2005: Bachelor of Fine Arts, Academy of Art University, San Francisco
- 4.0 Spring 2005 GPA, President's Honor List at AAU

Accolades

- Winner of Best Digital Matte Painting award from the Academy of Art, Spring Show 2005. Nominated for Best Visual Effects award, Spring 2005
- Neverending Story short chosen for Academy Art University :30 sec TV commercial, national ad campaign

Knowledge

- Shake, After Effects, Digital Fusion, 3D Studio Max, Photoshop, Maya, Commotion, Icy (R&H Compositing software), Unix/Linux, Mac, PC
- Blue/Green screen lighting, supervising and setup for compositing shots
- Compositing, 3D Lighting, Matte Painting, Rotoscoping, Digital Paint, Dynamic FX, Graphic Design.

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