

Tang Vin Roy

Lighting Artist

with expertise in crafting immersive game visuals. Proven ability to balance top-tier aesthetics with optimal performance. Equipped with expertise in lighting and compositing, I am driven to contribute to cutting-edge game development. My technical proficiency extends beyond artistic skills, encompassing problem-solving abilities and a foundational knowledge of Python scripting.

Work Experience

Lighting Artist

Ubisoft Singapore

Feb 2020 - Present

Project:

Skull & Bones

Assassin's Creed Mirage

Assassin's Creed Valhalla & Expansion 2: The Siege of Paris

Assassin's Creed Valhalla Crossover

- Responsible for lighting setups in key world locations and dialogue scenes.
- Collaborated with Level Artists and Level Designers to establish landmark global illumination (GI) and lighting designs, aligning with gameplay objectives.
- Maintained close collaboration with the Art Director to ensure alignment with the artistic direction and achieve top-grade quality.
- Partnered with Cinematic Designers to deliver high-caliber lighting for cinematic sequences.
- Worked closely with Technical Artists to optimize game performance while enhancing lighting and shadows.
- Conducted testing and troubleshooting.
- Provided mentorship to new lighting artists.
- Developed comprehensive documentation for game lighting processes.

Lighting & Compositing Artist

Anima Point, Malaysia

Dec 2018 - Jan 2020

Projects: Moomin Valley season 1 & 2.

- Proficient in devising and implementing technical solutions + comprehensive team support.
- Houdini Lighting & Nuke-based Compositing Pipeline



Contact Details

Nationality : Malaysian

Phone : +60 17 3164970

Email : williamroy_92@hotmail.com

Websites :

[LinkedIn](#) , [Artstation](#)

Software Skills

Lighting & Compositing
Anvil (Game Engine)
Autodesk Maya
Autodesk 3Ds Max
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Nuke
Houdini
Python (Novice)

Professional Skills

Game Development
Problem Solving
Time Management
Critical Thinking
Communication
Teamwork Skills
Collaboration
Adaptability

- Specialize in sequence lighting & compositing, encompassing color grading, anti-aliasing, depth adjustments, and tracking.
- General troubleshooting.

Laborer

Working Holiday, New Zealand

Feb 2018 - Oct 2018

During my career break, I secured a <New Zealand Working Holiday Visa> I had gained diverse work experience in industries such as: Kiwi packing, pruning, medicine manufacturing, milk powder production, and more.

3D Generalist

Anima Point, Malaysia

Nov 2015 - Jan 2018

Projects: Lego Star Wars The Freemaker Adventures Season 1 (2016) and Season 2 (2017)

Position: 3D Generalist (3D Rigger, 3D Modeler, Lighting and Compositing)

3D Generalist

Bliminal Studio, Malaysia

Oct 2014 - Oct 2015

Collaborated with prestigious TV commercial clients, including Unifi, Astro, Petronas, Hotlink, Gatsby, Safi, and others.

Education

BA (Hons) Character Animation

Teesside University, United Kingdom

2013 - 2014

Result: First Class Honor

Diploma in Animation

Dasein Academy of Arts, Malaysia

2010 - 2013

Result: CGPA 3.05

Merit award for Top 2 in 3rd year first semester in Dasein Academy of Arts

Languages

English, Mandarin, Malay, Cantonese

Hobbies

Marathon, Hiking, Photography, Food hunting.