

Martin Bayang

VFX Artist

Contact

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martinbayang.com

Software



NukeX



Mocha



Maya



Blender



Photoshop



After Effects



Python



Console Scripting



Premiere Pro



DaVinci Resolve

About Me

I'm an artist with an open mind and an eye for creative ways to achieve the impossible. I'm always interested in learning new methods and techniques to achieve results faster and more efficiently.

I love to merge technical methods with creative concepts, and am always looking for ways to improve workflow between departments and teams.

Skill set

Technical Skills

- Rotoscoping/Keying
- Paintout/Background Prep
- CG integration
- Basic hard surface modeling
- Basic texture/material creation
- 2D Tracking
- Matchmoving
- Camera projection
- Pipeline/Toolset Development

Soft Skills

- Team communication and working with others
- Quick to learn new skills and concepts
- Time management and task prioritization
- Able to adapt to changing deadlines and difficult situations

Work Experience

Feb. 2020 - July 2020

Freelance Compositor, Crafty Apes

- Retime and fluid morph cleanups, split comps, beauty work
 - Element creation, 2D tracking, CG and 2D element integration
 - Tracking, screen replacements, object cleanup/replacements
- Projects include: The Good House, Star Trek: Discovery Season 3, Yes Day, Halloween Kills

Feb. 2018 - Jan 2019
May 2019 - July 2019

Freelance Compositor, VFX Editor, Calabash Animation

- Rough and final matte extraction for completed shots
- Plate and element preparation with received client edits
- Integrate CG and 2D animation elements with live action footage
- Develop pipeline tools and gizmos for artist usage, assist with hardware troubleshooting

Oct. 2018

Freelance Motion Graphics Artist, Ogilvy Chicago

- Plan and execute motion graphics ads for large scale digital billboards

Nov. 2018

Freelance Motion Graphics Artist, Imagination Publishing

- Plan and execute motion graphics videos for digital magazines and appliance blog publications

Feb. 2015 - Dec. 2017

Editor, cinematographer, media management, Scientists for Tomorrow

- Shoot and edit videos of events hosted by organization
- Coordinate with program directors to showcase work of organization
- Coordinate with other editors to manage and maintain database of video, photos, and graphic elements

Additional Projects

First Day - split comp, object removal, beauty work

2020 // National Stuttering Awareness Week PSA, Dir. Cody Packer

Sending Memories - logo removal, split comp, screen replacement

2020 // Online commercial spot, Dir. Cody Packer

Digital Banking - Screen replacement, keying, logo removal

2018 // Online commercial spot, Connexus Credit Union

The Francis Ellis Mysteries - 2D Animation, compositing

2016 - 2017 // Episodic shorts for Wright Brothers Photoplay, Dir, Michael Wright

Education

B.A., Cinema Arts and Science, Dec. 2017

Columbia College Chicago. Chicago, IL