

Karis Yan-Nam TUNG

Contact

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About Me

Short film producer passionate in production for visual media. Valuable and respectful team player. Able to plan, oversee and coordinate projects. Self-motivated, eager to further develop skills, based on current industry experience in fast-paced, dynamic environments. Authorised to work in the United Kingdom

Work Experience

11/2022- Present

Student Ambassador - Unibuddy Ambassador Falmouth University (United Kingdom)

Acquired excellent oral communication and interpersonal skills as course representative for external applicants

6/2022-8/2022

Digital Media Design Internship Agora Advertising Limited (Hong Kong)

Designed and created Motion Graphics content. Creative problem solving for digital marketing with clients and internal company

5/2021- 9/2023

Creative Language Tutor (Hong Kong)

Possess exceptional ability to multi-task swiftly and make decisive judgements calmly

Skills

Project management

Visual and Look Development, Post Production Compositing and Art Direction

Strong verbal and written communication skills, able to present clearly and well-organised

Proficiency in Adobe Premiere Pro, Autodesk Maya, Zbrush, Blender, Adobe Software Suite, Substance Painter, After Effects

Knowledge in Avid Pro Tools

Languages: Cantonese (Native); English (Fluent); Mandarin (Fluent)

IT proficiency: Autodesk ShotGrid; Microsoft Office Suite (Microsoft Teams); Zoom; Google Workspace; both IOS and Windows operating systems

Film Credits

2024

Misdeed (Stop Motion Short Film) - Producer

Managed team members and coordinated tasks across pre-production, production and post production. Created and managed project tracking tools, grids and documentation
Creative storytelling

Aquamarine (CGI Short Film) - Lead Texture Artist

Oversaw texturing process. Addressed technical and artistic challenges with team

Firebug! (directed by Rhys Williams) - Production Designer, Look Development Artist

Provided artistic vision. Shaped visual identity, brought creative vision to life

The Moth and the Spider (CGI Short Film) - Look Development Artist, CG Technical Lead

Transformed 2D concepts to 3D visuals, oversaw visual media pipeline including, 3D asset modelling, look dev and compositing

Production Credits

2023

Homecasts (Exhibition) - Look Development Artist, Concept Artist and 3D Modeller

Legally Blonde the musical (Tremough Follies Production) - Projection Designer

Education

7/2021-present

Falmouth University (United Kingdom)

BA (Hons) Animation 1st expected

Interests

Musical Theatre and Performing Arts (ABRSM SFMT- Grade 6), Vocal (ABRSM Singing - Grade 8 Merit), Piano, Photography, Life Drawing

Adobe Certified Professional in Visual Effects & Motion

Graphics Using Adobe After Effects

Issued 2/2023



Reference list and Proof of Visa status available upon request