

Ly Ha Chung

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Summary

An experienced self-motivated professional who is passionate about storytelling. My passion for storytelling stems from my desire to make the audience feel involved. I want to take them for a ride; to get them attached to the characters; to elicit strong emotions; to make them feel as if they have something personal at stake as the story unfolds. To have the power to create that type of connection is what drives me to create inspiring stories through game cinematics.

Software & Skills

Adobe Premiere, After Effects, Photoshop, UE4, Unreal 3, Unity, Perforce, Jira

- Strong troubleshooting and problem-solving abilities
- Works effectively with all departments/disciplines.
- Easily adapts to changing priorities and timelines.
- Highly organized and detailed-oriented.

Work Experience

Cinematic Designer at Ghost Story Games June 2017 - March 2018

- Helped establish production pipeline
- Worked closely with artists to gather assets and coordinated with directors to meet deadlines.
- Implemented animation assets and worked with engineers to ensure quality assurance.

Senior Cinematic Designer/Video Editor at Baobab Studios Nov 2015 - June 2017

- Helped establish production pipeline
- Worked closely with artists to gather assets and coordinated with directors to meet deadlines.
- Implemented animation assets and worked with engineers to ensure quality assurance.
- Created animatics for storyboard, edited and rendered marketing videos.

Video Editor at Blizzard Entertainment Oct 2015 - Nov 2015

- Worked with capture artists and assists to gather assets and coordinated with producers to meet deadlines.
- Created video content to support all of Blizzard Entertainment titles.

Senior Cinematic Specialist at 2K May 2015 - Oct 2015

- Established the pipeline and helped identify the needs of the cinematic department
- Worked closely with artists to gather assets and coordinated with producers to meet deadlines.
- Created pre-rendered cinematic scenes: implemented animations and camera layouts, collaborated with directors.

Producer/Editor at JBE International, LLC 2011 - 2015

- Script, storyboard, shoot, and edit infomercials and DVDs for various consumer products.
- Produce and edit video segments for online distribution.
- Operate cameras, set up lighting and sound, direct talent, and edit footage.
- Coordinate with outside studios, including talent hiring, media distribution, and other production companies.

Assistant Editor at Prologue Pictures September 2010 - March 2011

- Supported in post-production: synced dailies, organized digital files and maintained footage.
- Collaborated with editors and producers to troubleshoot technical issues and creative process.

Senior Cinematic Specialist at High Moon Studios August 2004 - September 2010

- Managed cinematic team, consisting of 5 to 10 persons.
- Established the pipeline and helped identify the needs of the cinematic department
- Worked closely with artists to gather assets and coordinated with producers to meet deadlines.
- Created in-game cinematic scenes: implemented animations and camera layouts, collaborated with designers, optimized scripts, and worked with programmers to ensure quality assurance.
- Created animatics and rendered out video files in device-compliant formats.
- Captured, edited and compressed marketing videos, created trailers and DVDs for internal company presentations.