

# Malcolm Sim

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## Overview

I am a highly skilled 3D/2D artist and compositor with over 12 years of industry experience looking for a freelance or staff position. My 3D strengths lie in layout, set modeling, texturing, lighting, effects and compositing. I'm also well versed in animation, matchmoving, camera tracking, , fluid dynamics and fur. I also have lots of 2d experience in compositing, photo retouching, texture generating and website design. I have a strong background in computing, managing studio pipelines as well as scripting and programming knowledge. I've worked extensively in large format and themed attractions and love to strategize and troubleshoot. Please visit my website [www.malcolmsim.net](http://www.malcolmsim.net) for more detailed information.

## Experience

### **2009 - 2010 Freelance**

Worked on a variety of projects including stereoscopic animated logos, several websites including development of flash games, and business development and programming for a new startup company Jam Time, a children's entertainment center.

### **2006-2009: I.E. Effects: Co-Founder, Co-Owner, CTO and Visual Effects Supervisor**

Founded in March, 2006, I.E. Effects is a thriving visual effects company with over 15 employees and offers not only outstanding visual effects services but also onset supervision, editorial, stereoscopic screening and DI services. I was instrumental in the growth and development of the company in all aspects including artistic, technological and business dealings. My major roles include the day to day running of the visual effects division, including supervising, distributing shots, scheduling, production tracking, managing budgets and interacting with clients and vendors, all while tackling challenging shots on multiple projects.

- Three year business relationship with Motorola leading to more than 25 projects including Saving Life a multi-screen immerse show for their corporate headquarters, CES 2008 show, Telly award winning H12 phone international commercial, Aura phone international commercial and ZN5 phone in store demo.
- 10 Television Specials and over 20 Episodic Shows for the History Channel including Telly award winning The Big Bang, Prehistoric Creatures Revealed, Extreme Marksmen, How Life Began, Crumble, Cities of the Underworld and Modern Marvels.
- 3 Television Specials and 4 Episodic Shows for the for the Discovery Channel including SciFi Tech, Cosmic Collisions, Galactic Storm and How Stuff Works.
- Feature Films including American Cowslip and Little Hercules in 3D.
- National Commercials for MGA Entertainment including Bratz Belong and Bratz Are You On.

### **2000-2006: Threshold Digital: Visual Effects Supervisor**

Visual Effects Supervisor and Lead Artist of a medium sized company that specializes in theme park rides and attractions, special venue projects and feature films

- Themes Parks: Mission Space at Disney World Epcot Center, Armageddon at Disneyland Paris at Space Mountain, Disneyland, Mystify at Sea World Orlando
- Feature Films: Spiderman 2, Win A Date with Tad Hamilton, Jay and Silent Bob Strike Back and Highlander 4

### **1999-2000: Foundation Imaging: Digital Artist**

Layout and Effects Artist for an all CG episodic television series

- Starship Trooper Chronicles for Sony Television

### **1998-1999: Threshold Digital: Digital Artist / CG Generalist**

Effects Artist and Compositor for an episodic television series

- Mortal Kombat Conquest for Newline Television

## Computer Skills

Advanced knowledge in 3D Max (including FumeFX, Afterburn and ThinkingParticles), Lightwave 3D, Digital Fusion, Photoshop, Boujou, PFTrack, Dreamweaver, Flash Action Script and Office.  
Intermediate knowledge in Maya, Realflow, AfterEffects, Modo, C++ and Python.

## Education

Bachelor of Science Degree in Film and Video Production with a minor in Computer Science and Art History from Ithaca College (1994-1998)