

# GRANT NG

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## EDUCATION

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### New York University

*Master of Science, Integrated Digital Media*

New York, NY

Aug. 2018 – Dec 2020

### California Polytechnic State University

*Bachelor of Science, Developmental Psychology*

San Luis Obispo, CA

Aug. 2007 – May 2011

## EXPERIENCE

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### Motion Capture Supervisor

*Prysm Stages/LUX*

Feb. 2022 – Present

*Trilith Studios, GA*

- Set up one of the worlds largest LED volume for virtual production and real-time animation.
- Maintained motion capture system using vicon software to run camera tracking for Francis Ford Coppola's *Megalopolis*.

### Realtime Technical Artist

*The Mill*

Sep. 2021 – Jan. 2022

*New York, NY*

- Worked in Unreal and mainly focused on RnD animation with real-time animation functionality.
- Used Motion Builder and Xsens IMU suits for remote motion capture in the Unreal engine. Applied real-time animation to M+M's commercials and CES 2021 event for Hyundai.

### Virtual Production TD

*Imaginarium Studios*

Mar. 2021 – Sept. 2021

*Atlanta, GA*

- Worked on virtual production pipeline for Disney + streaming TV show *She-Hulk* (10 episodes).
- Maintained and set up multiple capture volumes in various sizes for different types of sets using Vicon vantage cameras
- Provided on-set visualization with Shogun, Motion Builder, Xsens, and Unreal. Generated camera tracking with active marker set up to streamed in Unreal and Motion Builder.
- Trained in creating skeletons in shogun post to be streamed in shogun live.

### Manager of Operations and Technology

*RLab*

Sep. 2019 – Jan. 2021

*New York, NY*

- Created 3D characters to be fully rigged with human IK skeletons and blend-shapes. Re-topology in Maya and Blender. Imported game ready meshes for Unreal and Unity environments.
- Facilitate the construction of two studios at the RLAB for AR/VR, volumetric and motion capture technology.
- Developed in the areas of spatial computing and real time 3D focusing on the communities in 3D scanning, visualization, motion capture, camera tracking, on-set compositing, multi-user editing, vpn servers, and remote teaching.
- Formulate and teach classes centered around virtual production, facial tracking, and spatial computing.
- Create modules and Git-repository projects for RLab workshops and class assets.
- Used Unreal, Maya, Blender, built multi-user sessions, VPN with AWS and zerotier.

## TECHNICAL SKILLS

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**Languages:** Python, MEL Scripts, C/C++, C sharp, Unreal Blueprints, JavaScript, HTML/CSS

**Frameworks:** React, Redux, Node.js, WordPress, Material-UI, Facebook API, Mapbox API, Apple ARKit, OpenAi

**Developer Tools:** Git, Visual Studio Xcode, Perforce, SVN Android Studio, TypeScript, NPM, CodePen, Chrome Dev tools

**Motion Capture:** Vicon Shogun Live, Vicon Shogun Post, Optitrack Motive, Rokoko Studio, Xsens, Manus, Faceware

**Graphic Design:** Adobe creative suite, Illustrator, Photoshop, After Effects, Fusion

**Video Editing:** Premiere Pro, Avid Media, Final Cut Pro

**3D Software:** Maya, Motion Builder, Blender, Cinema 4D, Zbrush, Houdini, MakeHuman, iClone, Reallusion

**Game Engines:** Unity, Unreal, Pico-8

**Assistive Technology:** JAWS, Dragon Naturally Speaking, Screen Reader, WAI-ARIA, Semantic HTML

## PREVIOUS EXPERIENCE

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- truTV** | *Motion Graphics, After Effects, Avid Media* Jan. 2018 – May.2018
- Created multiple graphics for four episodes of Season 2 of *Jon Glaser Loves Gear*.
  - Worked with editors Jon Philpot, Jon Higgins, and Nate Floody on motion techniques and graphic aesthetics.
  - Used Adobe After Effects, Avid Media and Illustrator.
  - Attended watch downs of rough cuts, assisted Post Production Supervisors with special projects, pulled stills from corresponding shows, films, and specials, and helped assistant editors with script notes from production.
  - Completed an editing workshop with Avid Media Composer. Observed color grading and the sound mixing process for films and TV shows for networks such as TBS, HBO, Netflix, truTV and Comedy Central.
- RLab Renovation** | *Construction Management, Project Management, Agile Development* Jan. 2020 – Jan 2021
- Oversaw the reconstruction phase of the RLab during Covid.
  - Maintain construction updates and schedules for contractors.
  - Provide support for contractors and construction project managers.
  - Liaison between NYU and construction teams in terms of tracking progress and staying on schedule.
- NYU OTSS IT** | *UX/UI Development, React JS, Agile Development* Sep. 2018 – Aug.2019
- Executed all visual design stages from concept to final hand-off to the development team.
  - Established, promoted, and followed design guidelines, best practices, and standards for each project.
  - Developed and designed templates in Sketch, and React.js for development and design teams.
  - Used ADA standards of testing accessibility for newly developed applications within NYU and for the public.
  - Assisted in Q and A testing for development on accessibility functions for NYU websites.
- Sundance 2020** | *Maya, Motion Builder, Opti-track, Motive, Unity* Jan 2020
- Worked with Sensorium team: Matthew Niederhauser, Wesley Allsbrook, Elie Zananiri, John Fitzgerald.
  - Data clean motion capture animations.
  - Assisted team for showcase at Sundance.
- Pratt VR Initiative** | *Oculus, HTC Vive, DevOps, C sharp, Unity, Mobile App Dev, Agile Development* Aug 2016 - Sep 2018
- Project Manager on AR mobile tour guide app for Pratt Institute.
  - Project managed a student team of 8.
  - Developed the app for iOS and Android phones.
  - Tracked project performance with Asana and Trello.
- Looking Glass Hakathon** | *Unity, Maya, Mapbox SDK, Csharp, MTA API* March 2018
- 2nd place runner up for a hackathon held at Looking Glass Factory.
  - Theme was to create a GPS application that incorporate GPS with Mapbox.
  - Team of 4, we created an application that created a live update of MTA subway lines with a 3D colored map.
- Lehigh Fellowship** | *JavaScript, Premiere Pro, HTML/CSS, Git* May 2017 – Aug 2017
- Developed a website to inform people about their social media algorithms.
  - Mainly worked with Facebook API's and gathered users "likes"
  - Lead designer and web developer for front and back-end content.
  - Collaborated with team on creating visual user's data.
- STE Consultants** | *Behavioral Science, ABA Therapy* Nov 2014 – Aug 2016
- Working one-on-one with children that have autism.
  - Mainly working in in-home and school settings for therapy sessions.
  - Implementing behavioral techniques by using ABA (Applied Behavioral Analysis).
  - Adapt and learn new programs devised by clinicians. Familiar with scheduling software NPA works and SharePoint Quantifying and recording data.
  - Learning how to improve social, play, language and academic behavior.
  - Reducing problem behaviors, mainly physical aggression.
- Trumpet Behavioral Health** | *Behavioral Science, ABA Therapy* Mar 2013 – Jun 2014
- Working one-on-one with children that have autism.
  - Mainly working in in-home and school settings for therapy sessions.
  - Implementing behavioral techniques by using ABA (Applied Behavioral Analysis).
  - Adapt and learn new programs devised by clinicians. Familiar with scheduling software NPA works and SharePoint Quantifying and recording data.
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