

YU KWAN YIN TIMOTHY

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🌐 www.noodledostuff.com

Technical Director | System Engineer | Filmmaker | VFX Artist | Software Developer

EXECUTIVE SUMMARY

- Over 10 years of experience in media and event production, and few dedicated years in virtual production industries, with a focus on advanced film technology and innovative workflows.
- Pioneered one of Hong Kong's first LED ICVFX stages in 2021 through independent research, establishing ICVFX setups using native Unreal Engine.
- Specializes in full virtual events and media production for virtual artists (VTubers), including virtual concerts and interactive experiences, leveraging Unreal Engine, motion capture, and real-time streaming.
- Extensive expertise in virtual production, real-time rendering, camera tracking, LED walls, and advanced cinematography, with comprehensive knowledge of hardware and software integration.
- Proven track record in research, teaching, and supervising student projects, with experience in AR/MR development for educational purposes.
- Strong collaborator, contributing to interdisciplinary projects, industry partnerships, and curriculum development in screen production and multimedia contexts.
- Fluent in English and Chinese, with excellent communication skills and a passion for shaping the future of film technology and virtual production education.

SKILLS

Media Production

- Camera Operation & Lighting
- Editing
 - Blackmagic DaVinci Resolve, Adobe Creative Cloud Suite (Premiere Pro, After Effects, Photoshop, Illustrator)
- Visual Effects
 - Adobe After Effects, Blackmagic Fusion, Unreal Engine (Rendering), Blender
- Photography
 - Adobe Lightroom
- Generative AI
 - ComfyUI, Kling, Stable Diffusion, Flux, LLMs

SKILLS

Virtual Production

- In-Camera VFX (ICVFX)
 - Unreal Engine, LED Walls (Hardware & Software), Real-time Rendering, nDisplay, Camera Tracking, Lens Calibration, Color Display Pipeline, OCIO, Timecode & Genlock, DMX, LiveLink, NDI
- Real-time Compositing
 - Unreal Engine, Blackmagic Ultimatte, Blackmagic DeckLink, Camera Tracking, Lens Calibration, OCIO, LiveLink, NDI, Spout
- Simu-Cam / Full Virtual / Motion Capture
 - Motion Capture Systems (Rokoko, CHINGMU, AI Visual Mocap), Virtual Camera, LiveLink, LiveLink Face, MetaHuman, Real-time Rendering, Media Pipeline, NDI
- Other Related Skills:
 - Networking, Version Control Systems (Git, Perforce), AR/MR Development, SteamVR, Vive

Event Production / Interactive

- Visual
 - Visual Mixing Systems, LED Walls (Hardware & Software), Projection Mapping, Resolume Arena, vMix, HiRender, NDI, Streaming
- Audio
 - Audio Mixers, Dante Audio Network, Sonobus
- Lighting
 - Lighting Consoles (Avolites), DMX
- Interactive
 - TouchDesigner, SteamVR, Unity Game Engine

Other IT Skills

- System Admin / Architecture
 - Networking, Linux CLI, Virtualization, Docker, Proxmox, TrueNAS
- Programming
 - Go (Primary), C++, JavaScript, Python, C#
 - Agentic Development

TECHNICAL AND COMPETENCY HIGHLIGHTS

Virtual Production, LED Walls, Real-time Rendering, Unreal Engine, Camera Tracking Systems, nDisplay, LiveLink, Motion Capture, ICVFX Workflows, Cinematography, Lighting, Digital Post-Production, Visual Effects Design, Interdisciplinary Collaboration, Research Initiatives, Creative Outputs, Innovative Teaching, Team Leadership, Communication Skills (English & Chinese).

WORK EXPERIENCE

Imagine Division Limited

Technical Director

Sept 2020 ~

- Established one of Hong Kong's first LED stages in 2021, starting from scratch with independent research on hardware procurement, available solutions, and ICVFX setups in Unreal Engine, resulting in a fully operational virtual production environment.
- Designed and built interactive experiences for events, integrating real-time rendering, LED walls, and motion capture to enhance audience engagement.
- LED virtual production projects involving camera tracking, lens calibration, and real-time compositing, collaborating with teams to deliver high-quality screen content.

innoneer.TV

Technical Director

Feb 2023 ~

- Provided real-time motion capture and performance capture for virtual artists (VTubers), utilizing systems like Rokoko and CHINGMU to enable seamless live performances.
- Designed comprehensive systems for virtual events, including virtual concerts, incorporating Unreal Engine, NDI, and media pipelines for real-time streaming and interactive elements.
- Created efficient workflows for producing 3D cinematics and creative content for virtual artists, often executing projects independently while ensuring alignment with industry standards in virtual production.

HealthMutual Group

Contracted Software Developer System Architect / System Analyst

Jul 2022 - Jul 2024
Jul 2024 - Dec 2024

- Designed and developed AI-driven software to automate insurance claim processes, integrating AI ahead of mainstream adoption (pre-ChatGPT 4).
- Built the foundational system architecture for future developers, ensuring scalability, security, and integration with existing networks.
- Achieved a milestone as the first adopted AI-driven software in Hong Kong's insurance industry in 2022, demonstrating innovative application of technology in a regulated sector.

City University of Hong Kong, Department of Chemistry

Research Assistant

Jul 2021 - Jan 2022

- Developed AR/MR solutions to assist in chemistry teaching, creating interactive modules that enhanced student engagement and practical learning.
- Supervised student projects and provided guidance on virtual tools, contributing to curriculum development in interdisciplinary screen and multimedia contexts.
- Presented original works in AR/MR applications, aligning with educational goals in higher education and fostering innovative teaching methods.
- Collaborated with faculty on research initiatives, demonstrating reliability and teamwork in academic settings.

WORK EXPERIENCE

Hong Kong eSport & Music Festival (via CYBER GAMES ARENA)

Jul 2019

Event Technician (Stage/Tournament)

- Programmed visual macros for mixing systems to support live esports events, ensuring seamless integration of LED walls and live streaming.

TVB Publication Limited

Apr 2019 – Jul 2019

Visual Effects Artist

- Created visual effects for the TV series Forensic Heroes IV (法證先鋒IV), utilizing Adobe After Effects for post-production.

The Hub (Middlesbrough, United Kingdom)

Nov 2016 – May 2017

Event Team – Technical Specialist

- Managed technical aspects of events, including visual mixing, lighting consoles, and audio engineering for live productions.
- Ensured reliable setup and operation of equipment, contributing to successful interdisciplinary projects.

Systemind Event Engineering

Sept 2015 – Mar 2016

Event Audio Engineer

- Operated audio mixers and for events, ensuring high-quality sound design in live settings.

FREELANCE EXPERIENCE

**Director of Photography | Camera Crew | Gaffer | Photographer
Editor | Visual Effects Artist | Motion Graphics Artist | 3D Animator
Media Course Tutor
Event Visual Engineer | Event Audio Engineer
Software Engineer | Network Admin**

- Directed photography and cinematography for various music videos and commercial projects
- Edited and created VFX for screen content, including original works in Unreal Engine and Blender for multimedia industries.
- Engineered visuals and audio for events,
- Developed custom software solutions and managed networks for production setups, supporting AR/MR and virtual camera systems.
- Prepare and teach media course, including editing, multi-cam broadcast, photography and filmmaking

EDUCATION

Teesside University
2015 – 2018

BSc (Hons) Computing
First Class Honours Graduation

Hon Wah College
2009–2015

HKDSE