

# Curriculum Vitae / Resumé

Name: Donald Ying Kit Pan

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Nationality: British

## Education

2003 – 2004 **Bournemouth University (NCCA)**  
Distinction, MA 3D Computer Animation

1996 – 1999 **Sheffield Hallam University**  
2:1 BA (Hons) Industrial Design (Product)

1989 – 1996 **Wirral Grammar School (Boys)**

**A-level**

Art and Design	Grade A
Mathematics	Grade A
General Studies	Grade B
Physics	Grade C

**GCSE / Additional Subjects**  
1A\* / 9A's / 2B's

## Skills and Achievements

Working in a team, self-motivation, enthusiasm, dedication and attention to detail gained from work experience, employment, group projects and competitions.

BA Industrial design year two course representative.

LEGO Futura UK recommendation.

New Designers 99 exhibitor.

Designed award winning website (Becta/Gaurdian Teaching Resources Award 2002).

Semi-finalist in Shortshorts Film Festival 2005 selection.

Semi-finalist in Moondance International Film Festival 2006 selection.

MA film Conehead film festival screenings...

Feb 2005	Kino Film Festival, UK (Manchester International Short Film Festival).
April 2005	Animated Encounters, UK (Bristol International Animation Festival).
May 2005	Kalamazoo Animation Festival International, USA - GOLD AWARD WINNER.
June 2005	Melbourne International Animation Festival, Australia.
July 2005	Comedia - Just For Laughs Comedy Festival, Montreal, Canada.
July 2005	Hypefest, Hollywood, USA, (as a part of GSAA Finalist Showcase Roadshow).
Aug 2005	Global Student Animation Awards, Stash Media, New York, USA - ANIMATION WINNER
Sept 8-11 2005	Festival de courts métrages Images en vues, Quebec, Canada.
Sept 15 2005	Animation Block Party, New York, USA
Sept 30/Oct 2005	Raindance Independant Film Festival, London, UK.
Sept/Oct 1 2005	San Diego Asian Film Festival, USA.
Sept/Oct 2005	Tiscali Short Film Awards, Raindance Festival, London, UK.
Oct 21-22 2005	Student Shorts, Toronto, Canada.
Dec 2005	Anchorage International Film Festival, USA.
Dec 2005	Exposures National Student Film Festival, Manchester, UK – ANIMATION RUNNER-UP.
Dec 2005	Cinequest Online, Viewers Voice, USA.
Jan 2006	North West Asian American Film Festival, Seattle USA.
Feb/Mar 2006	Futureshorts, Manchester, UK.
March 2006	George Lindsey UNA Film Festival, Alabama, USA.
March 2006	The World of Comedy Film Festival, Toronto, Canada.
March 2006	Phoenix Film Festival, USA.
April 2006	BIMINI 2006, Riga, Latvia.
May 2006	3rd Annual Asian American Association Film Festival, Davis CA, USA.
June 2006	One Dot Zero 10, London, UK.
July 2006	Super Shorts Film Festival 2006, London, UK.

Aug 2006                    Bang Short Film Festival, Nottingham, UK.  
April 2007                    Animpact, Seoul, South Korea.

#### Other Screenings...

Nov 2005                    'Channel Frederator' Podcast (Episode 6).  
Dec 2005                    'Norway Live' Podcast.  
Dec 2005                    Cinequest Online, Viewers Voice, USA.  
Mar 2006                    'PSP' downloadable content – Animation.  
Oct 2007                    Revolution Vodka Bars, Vodka TV, UK.

#### Team Awards...

VES Award 2006 -'Walking with Monsters'  
Outstanding Visual Effects in a Broadcast Miniseries, Movie or Special  
Emmy Award 2006 - 'Walking with Monsters'  
Outstanding Animated Program (For Programming One Hour Or More):  
BAFTA Film Award 2007 – 'The Golden Compass'  
Best Special Visual Effects  
Academy Awards Oscar 2007 – 'The Golden Compass'  
Best Achievement in Visual Effects

### **Interests Hobbies**

Design, Video Gaming, Web design, Animation, Photography, Traveling, Food,  
Cinematography, and working on my next animation!

### **Computer Skills**

2D design:                    Autodesk AutoCAD, Adobe Photoshop, Freehand, Quark  
Express, Corel Draw, Adobe Illustrator.

3D design:                    Bentley Microstation, 3D Studio VIZ/MAX, Softimage XSI,  
Maya, Mudbox, Pixelogic Z-brush, Softimage 3D.

Post Production:             Adobe Premiere, After Effects, Shake.

Web:                            HTML, XHTML, Javascript, Dreamweaver, Fireworks,  
Flash.

## Relevant Work Experience

Dec 2008 - Present

**Harmonix Music Systems Inc. Cambridge, USA**  
Senior Venue Artist

Implementation the environments for in-game cutscene 'vignettes' and optimizing of existing assets. This included early concepting, story-boarding potential scenarios, layout, modeling environments, texturing. Worked within the studio's game engine to create and light shots, create effects with particles, environment animation, and using post processing effects to add polish. All of this within the tight budget restraints of the game engine on the XBOX360/PS3 console platforms.

Another achievement was helping develop the work flow and practices of the venue team in the creation of the new 'vignettes' pipeline.

Credits:  
Rock Band 3 (2010)

Nov 2004 - Dec 2008

**Framestore CFC, London, UK**  
Modeler/Creature TD

This position involved modeling soft/hard body creatures, hard surface/organic environment and props modeling for TV, live-action and CG feature film production. This includes: preparing scans for referencing, polygon and NURBS modeling; UV unwrapping; displacement map creation; pre-visualization; R&D; facial and deformation blendshape creation. Also involved with Creature/Finalling TDing for film/feature animation, running hair simulation, creating corrective animation, muscle deformation, skin slide and jiggle deformations.

Credits:  
Walking with Monsters (2005)  
Prehistoric Park (2006)  
Ocean Odyssey (2006)  
Primeval (series 1) (2007)  
The Golden Compass (2007)  
Primeval (series 2) (2008)  
The Tale Of Despereaux (2008)  
Wanted (2008)

Jun 2000 – Sept 2003

**Futurate Ltd, Sheffield, UK**

Full-time Web/graphic Designer/developer

This involved continuing design on the company's homepage, commercial web-sites, internet based learning and promotional print materials. Concentrated on good web practice, information and user orientated design. Good communication skills and clarity in expressing ideas, attention to detail, and forward thinking were important.

Jan 2000 – Jun 2000

**Candlelight Products Ltd. Tinsley, Sheffield, UK**

Product Designer

Designed housewares, giftwares, lighting and packaging for many of the blue-chip, high-street chain stores. Involved in shape design using 2D and 3D CAD, hand-painting surface patterns and transfers, graphic packaging and promotional design for print, prototyping lighting ideas, and 3D visualization of products on computer. Worked as a part of a team of designers with different skills and media, liaising with other departments and presentations to clients and directors. Meeting very tight deadlines with great attention to detail and color was very important.

**Referees**

**Harmonix Music Systems Inc**

David Battilana (Lead Venue Artist)  
625 Massachusetts Avenue 2nd Floor  
Cambridge  
MA 02139  
USA

**Framestore CFC**

Stuart Penn/Ben Lambert (Lead Modelers)  
19-23 Wells Street  
London  
UK  
W1T 3PQ

**Bournemouth University (Head of 3D Computer Animation)**

Peter Hardie / Georg Finch  
National Centre for Computer Animation  
Bournemouth University  
Fern Barrow  
Poole  
Dorset  
UK  
BH12 5BB