

LAWRENCE CHENG

VIDEO EDITOR / MOTION GRAPHIC ARTIST / 3D CHARACTER ARTIST

778-318-3681

chenglawrence10@outlook.com

<https://lawrence-cheng.com>

<https://www.artstation.com/chenglawrence>

SKILLS

- Software: Premiere Pro, After Effects, ZBrush, Maya, Cinema 4D, Blender, Substance 3D Painter, Photoshop.
- Experienced video editor of 8 years in making promos, PSAs and motion graphics for a TV station.
- Practiced making 3D character models as personal projects in the past 3 years. Enrolled in a mentorship program involved in making stylized and likeness 3D Character models.
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- Created more than 10 3D Character models.

PROFESSIONAL EXPERIENCE

VIDEO EDITOR + MOTION GRAPHIC DESIGNER

LS Times TV , Richmond, BC, Canada

February 2017 - Present

ROLE

- Produced over 700 promos for upcoming content, including films, drama series, news, and variety shows using **Premiere Pro** and **After Effects**.
- Operated cameras, lighting setups, and recording equipment for over 100 projects, including talk shows, public service announcements (PSAs), special events, and commercials.
- Designed and built a new virtual set for an interview show using Cinema 4D, integrating keyed subjects into the 3D environment during post-production in **Final Cut Pro**.
- Created motion graphic backgrounds and lower thirds for PSAs shot on green screen, using **Premiere Pro** and **After Effects**.
- Directed and filmed over 100 episodes of a weekly interview series featuring skilled hosts and high-profile guests.
- Assisted in filming documentaries and special event coverage across various locations.
- Managed and converted media assets such as movies, TV dramas, and commercials into various required formats.
- Handled social media content management for platforms including Facebook and YouTube.
- Maintained organized film logs and supported administrative tasks such as meeting minutes documentation.

BUSINESS CARD DESIGNER

iStage, Hong Kong

May 2016 - July 2016

ROLE

- Designed multiple business card templates to present clients with a range of stylistic options using **Photoshop** and **Illustrator**.
- Refined and iterated designs based on client feedback to ensure the final product aligned with their brand and preferences.
- Integrated QR codes linking directly to clients' official websites for added functionality and ease of access.

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PERSONAL PROJECTS

3D Stylized CHARACTERS

May 2019 - Present

- Sculpted and textured 10 3D models with **ZBrush**, textured in **Substance 3D Painter** and rendered in **Maya**, **Blender** and **Marmoset Toolbag**.
- Made 3D models in varies forms: from human anatomy to other creatures.
- Knowledgeable in making oraganic model (clothing, hairstyle) and hard surface (space shuttle, swords, trophy)

3D SELF-PORTRAIT

February 2019 - April 2019

- Took few pictures of my face in different angles and traced them into basic 3D polygons with **Maya**.
- Imported the basic 3D model into **ZBrush** and sculpted it in higher details.

ACADEMIC PROJECTS

RETROGRADE (VR) - 3D ENVIRONMENT DESIGNER + ANIMATOR + DEVELOPER

IAT445 Immersive Environment, Surrey, BC

September 2016 - December 2016

ROLE

- Designed certain environments and collaborating the others into one file.
- Created 3D characters and animating their actions with **Maya**.
- Implemented codes for triggering certain events such as playing background music and sound effects. Specific codes were implemented for the interaction of using the VR headset with **Unity**.

EDUCATION

Simon Fraser University: BA, School of Interactive Arts & Technology (SIAT) in Media Arts

Surrey, BC, Canada, 2011 - 2017

AWARDS

Finalist of 2025 Webster Awards: Excellence in Feature Reporting - TV/Video

Vancouver, BC, Canada, November 2025

Vancouver Community College: Project Management for Video Games

Vancouver, BC, Canada, October 2023 - December 2023

Art Heroes Academy: Likeness Program

Dec 2022 - Feb 2023

Certification ID: 4683202

Art Heroes Academy: Stylized Character Program

Sept 2022 - Dec 2022

Certification ID: 4534480