

WON YANG

Virtual Production Stage Technician

☎ +82 10-3878-6012 @ bigwon1225@gmail.com 📍 Seoul, Korea

SUMMARY

Virtual Production Stage Technician with 4+ years of experience specializing in in-camera VFX (ICVFX) workflows for film and television. Proficient in Unreal Engine5, Disguise, and Pixera. Skilled in camera tracking, color pipeline (OCIO/ACES), LED volume operation, and Genlock&Timecode. Adept at delivering high-speed production with global teams in both studio and on-set environments.

PROFESSIONAL EXPERIENCE

Freelance Camera Assistant

Various Proudcctions

📅 2017 - 2022 📍 Seoul, South Korea

Freelance

- Worked as 3rd Assistant Camera (AC) in drama, commercial, and music video productions
- Assisted camera crew with rigging and technical support
- Supported DPs and directors with setups and shot continuity
- Strengthened on-set troubleshooting and communication under deadline-driven schedules

Virtual Prodcution Stage Technician

DEXTER STUDIOS

📅 04/2022 ~ 07/2025 📍 Seoul, South Korea

D1 STUDIO

- Operated LED volume stages for Netflix, Amazon, and commercial productions.
- Integrated Unreal Engine environments with Disguise.
- Customized Blueprint triggers, Livelink setup, and camera tracking (Stype, Mo-Sys).
- Built OCIO/ACES-based color pipelines and calibrated Rec.709 / P3 / Rec.2020 LUTs.
- Managed multi-cam setups and delivered high-speed shoots.
- Strong capabilities in network and synchronization systems (Genlock & LTC).
- Practical experience in VP studio setup, systems integration, and leading internal knowledge-sharing and training sessions

VP Tech Team

XON STUDIOS

📅 08/2025 ~ Present 📍 Ilsan, Gyeonggido

XON STUDIO

- Conducted outsourced operation, system R&D, and stability testing for Daejeon Cube Studio.
- Developed custom studio-specific EDID and managed hardware operation.
- Implemented and stabilized Optitrack camera tracking system.
- Executed 2D and 3D virtual production projects using Disguise and Unreal Engine5.

EDUCATION

B.A in Film and Visual Media Studies

Sungkyul University

📅 03/2016 - 02/2022

SKILLS

3D Tools

Media Server

Tracking System

Color Pipeline

Lighting System(DMX)

Sync System

Version Control

AI Tools

STRENGTHS



System Integration & Real-Time Troubleshooting

With extensive on-set experience operating Disguise, Unreal Engine, Brompton SX40, and Genlock/LTC sync systems, I ensure flawless system alignment and signal stability. I excel at diagnosing and resolving frame sync, color, and signal issues in real time to maintain uninterrupted production flow.



Media Server & Signal Pipeline Expertise

I have deep knowledge of VP workflows, managing 3G/12G SDI, DisplayPort, and fiber signal routing across complex LED volumes. My hands-on expertise in color calibration, EDID customization, and control protocols (Art-Net, DMX, LTC) guarantees precise, production-ready visual output.



R&D Driven Optimization & Cross-Team Collaboration

With hands-on production experience, I have a deep understanding of both the on-set and virtual production environments. This allows me to communicate seamlessly across departments, aligning technical needs with creative goals to ensure a stable and efficient workflow.

TECHNICAL PROJECTS



Prime Video

Operated Disguise-based ICVFX pipeline for narrative production, managing real-time environment control. Provided color calibration, troubleshooting, and on-set support to maintain consistent image quality and production workflow efficiency.



Kantana Studio

Supported the build-out of Kantana's virtual production stage, integrating Unreal-Disguise workflows, LED systems, and Stype tracking. Configured Genlock/LTC sync and ACES/OCIO color pipeline to ensure stable real-time performance and accurate on-set color reproduction.

