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 **WORK EXPERIENCE**

GIANT PROPELLER (U.S.)

3D Artist & Designer for A.R. Selfie Filters & Effects App, 2016 - 2018

- | Worked closely with creative director and Image Metrics (client) to present ideas, concepts, and designs that fully establish the capability of their A.R. selfie app
- | Created 3D assets, trigger animations, and effects in MAYA and Adobe Creative Suite
- | Worked closely with Image Metrics' engineers to troubleshoot technical difficulties and assured all assets are launch-able in the previewer app
- | Helped Image Metrics successfully licensed their A.R. technology to clients including L'oreal Paris and NFL teams



GRASS JELLY STUDIO (TAIWAN)

Lead 3D Artist, 2015 - 2016

- | Developed creative content by providing creative treatments, styleframes, presentation decks, and designs for projects' pitch
- | Led and managed a team of 3D artists to produce high quality CGI work, execute complex tasks, meet multiple deadlines under fast-paced environment



LUNGHWA UNIVERSITY OF SCIENCE AND TECHNOLOGY (TAIWAN)

Instructor, 2015

- | Part time instructor for teaching Photoshop, Illustrator, MAYA, 3D Animation and Storyboarding to 200+ students



THE BASE STUDIO (U.S.)

Art Director, 2013 - 2014

- | Provided creative treatments and mood boards for projects' pitch
- | Created style frames as the communication bridge between clients and artists
- | Art directed and led a team of artists to meet company and clients' requirements
- | Developed and directed original content with studio's director

Lead 3D Animator & Designer, 2011 - 2013

- | Worked as lead animator, 3D artist, designer and concept artist for feature films, TV commercials, music videos, graphic design, and apps development for clients including Microsoft, Symantec, Breathometer, and more



SPITBALL ENTERTAINMENT (U.S.)

3D Animator, 2011

- | Provided 3D animation and pre-visualization for in-game cinematic
- | Supervised and provided technical support for character rigging



PASSION REPUBLIC (MALAYSIA)

3D Animator, 2006 - 2008

- | 3D animator and rigger for local animation series and TVC production

EDUCATION



ACADEMY OF ART UNIVERSITY (U.S.)
Master of Fine Arts, 2008 - 2010
| Animation and VFX



THE ONE ACADEMY
Diploma, 2003 - 2006
| Digital Animation

AWARD



THE WANNA-BE ODDIE
Los Angeles Cinema Festival of Hollywood
| Best Animation

California Film Awards
| Gold Awards

Savannah International Animation Festival
| Official Selection

Los Angeles Movie Awards
| Award of Excellence

Nashville Film Festival
| Official Selection

Vimeo Staff Pick

SOFTWARE



★★★★★



★★★★★



★★★★★



★★★★★



★★★★★



★★★★☆



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SKILL

Art Direction

Creative & Branding

Styleframe Design

Art Team Management

3D Animation

2D Animation

Storyboard

Pre-viz & Animatic

3D Modeling

Rigging

Texture, Shader, Lighting

Rendering (Mental Ray, Arnold)

Compositing

Motion Graphics

Visual Design

Logo Design

Illustration

Visual Development

LANGUAGE

English

Mandarin

Cantonese

Malay