

Objective Seeking full-time position as a 3D Artist in areas of modeling (hard-edged), texture-painting and lighting. To collaborate with digital artists and expand my knowledge within the visual entertainment industry.

Summary of Qualifications

Over 8 years of professional experience as an illustrator & concept artist in areas of advertising, editorial, children's book illustration, storyboarding, character design, web/print designs and digital painting.

Proficient in CG Visual Effects including modeling, texture painting, lighting, and compositing.

Strong eye for design and lighting/texturing needs with equal technical and artistic abilities.

Technical Proficiency

Skilled in:

Maya2008 (Mental Ray)
Adobe Photoshop (CS2/CS3)
Adobe Illustrator
Adobe InDesign
Adobe Flash MX
Corel Painter

Basic:

Zbrush
Adobe AfterEffects (Compositing)

Skills

- 3D Texture Painting & lighting
- Concept development/ art/ design
- Pre-vis & Storyboarding
- Strong drawing skills
- Fast learner & excellent communication skills.
- Able to work with both Mac and PC workstations.

Professional Experiences

Walt Disney Imagineering / Parks & Resort Online (July 7, 2009 till now)

Creative / Art Intern: Conceptualization and visual development (2D & 3D) for websites, games and blue sky projects. Creative lead for identity & branding project.

Illustration & Design (1991- Present)

Freelance: Spot illustration, visual development, character design, book illustrations, graphic / web design, and storyboarding.

Most recent clientel:

JWT (J. Walter Thompson) Singapore, Brick Age Pte Ltd, Singapore, Vineyard Church of Savannah, 212 Media, LLC, Speakaboos.com (New York), BBH (Bartle Bogle Hegarty) Singapore, 10AM Advertising agency, and Brandz Advertising, Imaginary Friends, Singapore Film Society and etc.

Savannah College of Art & Design (Spring & Summer 07)

- Tutor & Language facilitator for English as a second language in the ESL department
- Student Assistant for SCAD Summer Seminar (Animation Workshop)
- Store Assistant at Hamilton Hall for the Film & Television Faculty
- Teaching Internship for Character design, animation layout and Storyboarding class

The Rock Pte Ltd, Singapore (May 2003 - April 2006)

Illustrator & Graphic Designer: Direct mails, internal collaterals, branding exercise; magazine's art direction & design; music CDs, message DVDs, books design and layout; developed art direction for different business entities namely, a coastal recreational centre, bowling centre, childcare centres and media production studio. collaterals included, large prints, banners, truck and bus designs, yearly calendars, postcards, greeting cards and namecards

Professional Experiences

SGWeb Pte. Ltd., Singapore (Nov 2001 - April 2003)

Character designer and animator: Developed creative directions, previsualization, character designs and production for animation on the web; web design and advertisings, interface designs for Flash applications Clients include: Yahoo Asia, Yahoo Singapore, Overseas Chinese Banking Corporation, United Overseas Banking and etc.

Teaching Experiences

Lasalle-SIA College of the Arts & Nanyang Polytechnic Digital Media Centre (2002 - 2005)

Part-time Lecturer & Tutor: Taught design fundamentals, animation storyboarding, directing for video production, character designs, Flash MX, web designs and sequential art

Workshop speaker, Kaki Bukit Centre Prison School (May 2006)

Developed and trained inmates who have outstanding IT capability and showed potentials and interest in animation skills with Flash

Workshop speaker, Singapore Film Society (Oct 2005)

Conducted a one-day workshop on character designs for animation and sequential art

Education

Savannah College of Art and Design, Savannah, GA (June 2006 - May 2008) Master of Fine Arts in Animation

Nanyang Academy of Fine Arts (Singapore) (2006) Certificate in Sculpture.

Curtin University of Technology (Perth, Australia) (2001) Bachelor of Art in Interactive & Multimedia Design

Nanyang Technological University (Singapore) (1991 - 2006) Bachelor of Applied Science in Materials Engineering

Awards

- 2008 Selected as finalist (Team of 4) for Walt Disney Imagineering ImagiNations Design Competition 2008
- 2008 Awarded Best Aesthetics/ Style as a team for Savanijam 2008, a 24 hr animation competition held by Contemporary Animation Society
- 2007 Collaborated film project titled "Heart" selected for nomination for Golden Horse Award 2007.
- 2007 First prize for image submission: International Broughton Street Festival organized by SCAD's International Student Service Office
- 2006 First and second prize for poster competition: International Food Festival - Taste Of The World organized by SCAD's International Student Service Office
- 2006 SCAD Artistic Honors Fellowship
- 2005 Media Education Scholarship awarded by Media Development Authority of Singapore for overseas studies
- 2003 Finalist for Asia Animation Pitch Contest
- 2002 Second place for Asia Animation Pitch contest, representing SG Web Private Limited