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## Objective

Seeking a 3D Animator and 3D Artist position where I can use my experience to grow with the company

## Relevant Industry Skills

- Thirteen years working in video game industry with nine shipped video game titles
- Hand Key lip sync, facial, body animation and motion capture editing for gameplay & cut scenes
- High poly, low poly count characters and props modeling, and 3D Digitize using Maya and other 3D Packages
- Rigid FK/IK and weighted vertex assignments
- Texture mapping and UV layout
- Photographer, Video Camera Operator, Video Digitizer and Video Editor
- Utilization of both proprietary game engines and Granny Exporter

## Relevant Software and Other Abilities Experience

- Autodesk Maya
- Autodesk MotionBuilder
- Autodesk AutoCAD
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Sony Vegas Studio
- Adobe Dreamweaver
- Basic HTML
- Alienbrain Asset Management
- Microsoft Visual SourceSafe
- Microsoft Window NT/2000/XP/Vista/7
- Microsoft Word/Excel
- Desktop repair, Installer, and networking
- Audio and video equipments setup
- Video formatting and codec
- Office machines
- Typing 48 wpm certified
- Filing: alpha/numeric
- English/Cantonese

## Shipped Video Game Titles

High Velocity Bowling and Socom Confrontation for PS3

NBA 09 The Inside, NBA 08 The Life Vol. 3 and NBA 07 The Life Vol. 2 for PS3, PS2, and PSP

NBA 06 The Life Vol. 1 for PS2 and PSP

NBA 05 for PSP

Goblin Commander: Unleash The Horde for Playstation 2, X Box, and Gamecube.

Night Caster: Defeat The Darkness and Night Caster 2: Equinox for X Box.

## Work History

Moving Image	Animator, Artist, and Owner	Bakersfield, CA	03/09 – Present
Hang Tak Watch Inc.	Photographer and Graphic Designer	Hong Kong, China	06/11 – 12/11
Organic Motion	Freelance Demo Animator	New York, NY	07/10 – 08/10
Sony (SCEA)	Senior Animato and Motion Editor	San Diego, CA	06/04 – 12/11
Wink Inc.	Freelance 3D Logo Modeler	Denver, CO	03/04 – 04/04
Jaleco Entertainment	Animator II and Artist II	Boulder, CO	05/02 – 01/04
VR1 Entertainment	Animator and Artist	Boulder, CO	10/00 – 05/02
Fremont High School	Media Technician	Sunnyvale, CA	09/99 – 09/00
Immersion Corporation	3D Digitizer and 3D Modeler	San Jose, CA	08/99 – 09/99
Anarchy Art	Animator, Modeler, and Video Editor	Salt Lake City, UT	01/98 – 05/99

## Education

Cogswell Poly College  
Bakersfield High School

Bachelor of Arts, Computer and Video Imaging  
High School Diploma

Sunnyvale, CA  
Bakersfield, CA

Reference Available Upon Request