

Robby Wong

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(510) 691-7807

OBJECTIVE

To obtain a position as a character animator.

EDUCATION

2001 – 2002 - Diablo Valley College – Liberal Arts Studies

2003 – 2008 - The Academy of Art University; San Francisco, California - Bachelors Degree in 3D Animation

EXPERIENCE

2K Games / Visual Concepts; Novato, California – October 2009 – current - Animator

Motion capture clean up animation, animating athletic professional likenesses. (Baseball and Basketball)
(Programs used: Maya, Perforce, Ani Viewer, Excel)

Activision / Shaba; San Francisco, California – June 2009 – October 2009 - Internship

Character key frame animation utilizing motion capture data, motion capture clean up, camera animation for in game visuals. (Programs used: 3D Studio Max, Maya, Sony Vegas, Perforce, Adobe Photoshop, Microsoft Word & Excel)

Ordinary Kids; San Francisco, California – Fall 2005-2006 - Internship

Flash animation, storyboarding, layout and concept web design for the following: PF Flyers shoe company, Adidas, B.A.R.T. (Bay Area Rapid Transportation) (Programs used: Adobe Illustrator, Photoshop, Maya, Flash)

San Francisco Flying Eagles; San Francisco, California – 2007 – 2008 – Designer

Logo and Graphic design for apparel application which were distributed throughout a local basketball league consisting of over 200 members. (Programs used: Adobe Illustrator 10 and Photoshop 7)

Triathlon Committee; El Sobrante, California - June 2005 - August 2005 - Lead Design Manager

Logo creation for the city of El Sobrante triathlon team. Graphic utilized for both high-traffic billboard placement along with apparel and clothing branding. (Programs used: Adobe Illustrator 10 and Photoshop 7)

Purple Skunk Skateboard Shop; San Francisco, California - Fall 2005 - Creative Director

Advertisement for globally distributed skateboard magazine Concrete Wav and Online marketing campaign and banner placement for NCDSA.com e (Programs used: Adobe Photoshop 7)

Hessenmob Skateboards; San Francisco, California - Fall 2005 - Creative Director

Advertisement line-sheet for debut of Hessenmob Skateboards in the U.S in September 2005 (Programs used: Adobe Photoshop 7)

REFERENCES

Yong-Ki Chang – C.F.O. – Solitary Arts, Inc. – San Francisco, CA -415.987.4221 – yongki@solitaryarts.com

Jason Herring – C.F.O. – Ordinary Kids – San Francisco, CA –415.436.9902 – info@ordinarykids.com

Tanya Erickson – Academy of Art Instructor – San Francisco, CA – tanyaanimates@yahoo.com

RELEVANT SKILLS

Maya, 3D Studio Max, Perforce, Ani Viewer, After Effects, Flash, Photoshop, Illustrator, Excel and Word.
(All applications apply to both Mac and PC)