

Robby Wong

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portfolio: www.robbywong.com

sketch blog: www.wobleeh.blogspot.com

EXPERIENCE

Western Post; Vancouver B.C. - June 2014 - currently employed - Animator
Character animation for film (Programs used: Maya, Shotgun, Linux)

Prime Focus VFX; Vancouver B.C. - November 2013 - June 2014 - Animator
Character animation and Layout for feature film (Programs used: Maya, Nuke, Shotgun, Linux)
Titles: the Legend of Hercules, Sin City: A Dame to Kill for, Expendables 3

Rhythm and Hues; El Segundo, California / Vancouver, B.C. – January 2011 – March 2013 - Animator
Character animation for feature film (Programs used: Voodoo, Eve, Linux)
Titles: Mr. Poppers Penguins, Alvin 3: Chipwrecked, Snow White and the Huntsman, R.I.P.D., Seventh Son, Percy Jackson: Sea of Monsters

2K Games / Visual Concepts; Novato, California – October 2009 – January 2011 - Animator
Motion capture clean up animation, animating athletic professional likenesses. (Baseball and Basketball)
(Programs used: Maya, Perforce, Ani Viewer, Excel)
Titles: MLB 2K10, NBA 2K11, MLB 2K11

Activision Shaba; San Francisco, California – June 2009 – October 2009 - Animator
Internship - Character key frame animation utilizing motion capture data, motion capture clean up, animated cameras for in game visuals. (Programs used: 3D Studio Max, Maya, Adobe Photoshop, Microsoft Excel)

Ordinary Kids; San Francisco, California – Fall 2005 - 2006
Animation/Design Internship - Flash animation, storyboarding, layout and concept web design for the following: PF Flyers shoes, Adidas, B.A.R.T. (Bay Area Rapid Transportation)
(Programs used: Adobe Illustrator, Photoshop, Maya, Flash)

EDUCATION

2008 – 2008 Animation class taught by Jean Denis Haas – lead animator at ILM
2003 – 2008 The Academy of Art University; San Francisco, California Bachelors
Degree in 3D Animation
2001 – 2002 Diablo Valley College – Liberal Arts Studies

References available upon request

RELEVANT SKILLS

Maya, 3D Studio Max, Perforce, Ani Viewer, After Effects, Flash, Photoshop, Illustrator, Excel