

Andy Wong

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Overview of Qualifications

- Comprehensive knowledge over 3D modeling and strong understanding of UV mapping, texturing, procedurals, lighting and rendering.
- Adaptable, organized, and independent with strong time management, problem solving and interpersonal skills. Experience gained through working in a production environment. Was able to network and troubleshoot problems with coworkers.
- Self-motivated, efficient, and maintains high values of ownership on projects.
- Proven ability to take initiatives and meet deadlines in a tight and demanding environment.

Technical Skills



Education

Art Institute of Vancouver

2011

- 3D modeling for Animation & Games Diploma

Work Experience

3D Modeler
Wildbrain Studios (DHX media)

April 2017 – present

- Balance Aesthetic standards and technical requirements to create quality models
- Uphold the art direction defined by the Art Director
- Interpret and implement notes and feedback from directors and supervisors in a timely and qualitative manner
- Communicate with seniors and leads on concerns ahead of time
- Assist with mentoring junior modelers as needed
- Meet production deadlines and maintain regular communication with the production team
- Carry out duties in a professional and positive manner

Worked on:

Blaze and the Monster Machine season 4-6

3D Modeler

July 2016 – October 2016

Skybox Labs

- Tasked to model, texture, sculpt, and set up game ready assets in Autodesk Maya, Unreal engine 4, Zbrush, and Photoshop
- Worked closely with engineers and Art lead on virtual reality technology
- Produced content suitable to the direction of the project through the supervision of the Art director

Worked on:

Unannounced project (IP)

Associate Modeler

Electronic Arts Inc (EA PopCap)

October 2014 – November 2015

- Tasked to model, texture and set up game ready assets of varying sizes in Autodesk Maya, Frostbite 3 engine, Photoshop and NDO2
- Worked closely with Art director, environment art leads, concept artists, and VFX department
- Optimization of assets, produce LOD's with independent collision, raycast, occluder, and enlighten mesh
- Design and concept assets that are suitable to the themes of the project
- Generate destruction states, clusters and provide vfx particles to assets

Worked on:

Plants vs. Zombies: Garden Warfare 2

Assistant Rotomation Lead

Gener8 Media Corps

June – September 2014

- Gaining leadership of the team when lead is absent
- Works with Lead / Senior QC Artist to help organize and deliver assigned tasks
- Mentors junior artists
- Fostering efficiency through the discovery of cheats and streamlining Maya essentials
- Deliver high quality shots in an effectively and timely manner
- Work closely with lead and supervisor on prioritizing tasks and breaking down a shot
- Proactively anticipate and troubleshoot issues concerning rotomation workflow
- Provide base assets for future projects
- Approval of shots and fixes from junior artists for delivery

Senior 3D Modeler /animator (Rotomation Artist)

Gener8 Media Corps

August – May 2014
April 2011– June 2012

- Go to person for the group
- Communicates with PC on status and progress
- Deliver high quality shots in an effectively and timely manner
- Provide PDF's for vendor feedback
- Work as a team to deliver weekly quotas

Worked on:

Harry Potter and the Deathly Hallows: Part 2 (2011)

Ghost Rider: Spirit of Vengeance (2011)

Wrath of the Titans (2012)

Prometheus (2012)

The Amazing Spiderman (2012)

Iron Man 3 (2013)

Jack the Giant Slayer (2013)

Thor: The Dark World (2013)

300 Rise of An Empire (2014)

Captain America: The Winter Soldier (2014)

Godzilla (2014)

Maleficent (2014)

Senior 3D Modeler within Student Project

July – December 2010

VFX Condamned production

- Modeled major and micro environment scenes as well as props based on reference
- Attended weekly meetings for feedback and discussions on pipelines and workflows.
- UV, procedural textured, hand painted various assets
- Assisted VFX compositors on background effects
- Optimized and managed high poly scenes

Accomplishments

- Dean's Honour Roll Summer 2010 from The Art Institute of Vancouver
- Dean's Honour Roll Spring 2010 from The Art Institute of Vancouver
- Merit Award Spring 2010 from The Art Institute of Vancouver
- Honour Roll Summer 2009 from The Art Institute of Vancouver
- Honour Roll Winter 2010 from The Art Institute of Vancouver
- Honour Roll Fall 2010 from The Art Institute of Vancouver
- Top mathematics award in science academy in A.R MacNeill Secondary