

Robby Wong

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OBJECTIVE

To obtain a position as a character animator.

EXPERIENCE

Rhythm and Hues Studios; El Segundo, California – January 2011 – current - Animator

Character animation for feature films. (Programs used: Voodoo, Eve, Linux operating system)
Titles: Mr. Poppers Penguins and Alvin 3: Chip-Wrecked

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 - 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 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)

EDUCATION

2008 – 2008 - Animation class taught by Jean Denis Haas – lead animator at Industrial Light and Magic

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

2001 – 2002 - Diablo Valley College – Liberal Arts Studies

REFERENCES

Alexander Poei – Supervising Animator – Rhythm & Hues – El Segundo, CA. - 310.776.0968 -
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Anand Somasundaran – Animator – Rhythm & Hues – El Segundo, CA. - 415.401.5126 -
anands.1729@gmail.com

Marcelo Sakai – Animator – Sony Pictures Imageworks – Culver City, CA. - 954.798.6039 -
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RELEVANT SKILLS

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