

# **Robby Wong**

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## **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, animated cameras for in game visuals. (Programs used: 3D Studio Max, Maya, 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 consist 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 Wave and Online marketing campaign and banner placement for NCDSA.com (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)

### **Zumiez Board Shop; Richmond, California - November 2001 – November 2002 – Assistant Manager**

Coordinating staff schedules, register operation, Selling and restocking clothing, skateboards and skateboard related items.

## **RELEVANT SKILLS**

Maya, 3DS Max, After Effects, Flash, Photoshop, Illustrator and Word. (All applications apply to both Mac and PC)