



ANTHEA KWONG

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OBJECTIVE

A 3D character animator, passionate about capturing body language and kinetic movement to further the storytelling of a shot.

SOFTWARE SKILLS

Autodesk Maya
Shotgun
Redshift

Substance Painter
ZBrush
Nuke

Unreal Engine
Photoshop
Premiere Pro

EDUCATION

Capilano University, Vancouver, BC *Sept 2018 - Apr 2020*

3D Animation for Film & Games Diploma

- Collaborated on team projects with fellow classmates

J.N. Burnett Secondary School, Richmond, BC *Sept 2013 - June 2018*

Selected Coursework: AP Studio Art (traditional art and 2D animation);

Animation Level I (3DS Max)

- Awarded: Top Visual Arts Student (2018)

WORK EXPERIENCE

Justen PR Consulting Co. Ltd // Intern, Shanghai, CN *Aug 2018*

- Assisted the company's designers with research and design work in creating advertising for brand companies
- Corrected business to business client proofs and internal reviews for accuracy of copy, art, and typography

VOLUNTEERING

Bloodline Generations // Gameplay Animator & Cleanup, remote *Mar 2020 - current*

- Worked remotely with team to problem-solve rig/animation issues
- Communicated with Lead Game Designer to visualize gameplay animation, while receiving animation feedback and meeting project deadlines

J.N. Burnett's Art Attack Club // Co-President, Richmond, BC *Sept 2016 - June 2018*

- Coordinated with teammates to plan, create and promote large-scale projects for school events
- Designed marketing advertisements using Adobe Photoshop and Illustrator on social media for fundraisers

Richmond Art Gallery // Student Artist, Richmond, BC *Nov 2016 - Aug 2017*

- Collaborated with nine young artists in running a gallery show: Beyond the Horizon, opened to the general public
- Explored, created and organized artwork for the exhibition

Regional Animal Protection Society - Cat Sanctuary, Richmond, BC *Sept 2015 - June 2018*

- Committed two hours weekly to take care of abandoned cats
- Worked effectively with various partners in tasks delegation

INTERESTS

- Digital painting in Procreate and Photoshop
- Storyboarding