

Simone Chong

+447999775409

simonec1002@gmail.com

A graduate in Digital Animation that have acquired various useful skills throughout my 3 years of experience in 3D Game industry. Currently pursuing my final year of education in Information Technology. A good team player, adaptive and eager to learn, I am a result-driven opportunist that is always open to new challenges and fresh ideas.

Experience

Industrial Tools & Equipment (Freelance) (2016-2017)

Project Online Catalogue

Role Front-end Web Developer

Responsibilities

- Design a catalogue webpage based on the image and requirements provided by the company.
 - Develop the approved design with WordPress.
 - Document all procedures to allow the company employees to maintain the website.
-

BB Gymnastics Center (Freelance) (2016)

Project BB Company Website

Role Front-end Web Developer

Responsibilities

- Draft and design a clean website based on information from the company's previous website.
 - Develop the website with HTML and CSS based on the concept and design that was drafted.
-

Big Ant Studios (2011-2013)

Project Masquerade: Baubles of Doom (Xbox360, PS3, PC)

Role 3D Artist

Responsibilities

- Produce various 3D game props based on agreed game concepts.
- Collaborate closely with Concept Artist to deliver high quality game assets.
- Optimize and export all created game assets.
- Model 3D game assets with planned modular parts for easy animating.

Role 3D Prop Animator

Responsibilities

- Animated 3D game assets with various animation variations based on given concepts and idea (props, character, effects).
- Plan and design how animations should be model into modular parts.

- Register exported animation and commit all files to server.

Role 3D Environment Artist

Responsibilities

- Created 3D level assets for environmental set up based on gaming concepts and theme.
- Collaborate heavily with the company's Game Designers to achieve smooth gameplay and fulfill game mechanics.
- Populate level with 3D game assets via level editor.
- Export asset placements stored in XML for loading in game engine.

Ace EdVenture (Freelance) (2013)

Project ChemQuest Educational Game (iOS, Android)

Role Character Visual Effects Artist

Responsibilities

- Collaborate closely with Project Manager and Concept Artists in creating the right visual effects.
- Establish processes and pipeline for visual effects creations and integrate created tools to maximize productivity within tight timeline.
- Create all character movement effects and animation for proposed characters.
- Optimize all visual effects of animation assets to be game-ready.

Technical Skills

Software

Visual Studio Code	Android Studio	Unity	Netbeans IDE
Autodesk Maya	MySQL Workbench	Adobe Premier Pro	Adobe After Effects
Adobe Photoshop	Adobe Illustrator		

Scripting & Programming

HTML	
CSS	
Javascript	
JQuery	
PHP	
Java	
Wordpress	
Bootstrap	

Education

University of the West of England (September 2016– May 2017)

Course BSC(HONS) Information Technology

Taylor's Lakeside Campus (August 2014 – August 2016)

Course BSC(HONS) Internet Technologies

The One Academy of Communication Design Sdn Bhd (2007 – 2010)

Course Diploma in Digital Animation

Certification

Taylor's Dean's List Award for exemplary results during my degree in Taylor's.

Runner Up, CG Animation Theatre, Asiagraph 2011.

Completion of Grow to Greatness: Smart Growth for Private Business, Coursera.

MUG (Moves of Uncommon Greatness) for taking part in Relay for Life with Starbucks.