

John Wong

ANIMATOR

San Jose, CA - Email me on Indeed: [indeed.com/r/John-Wong/e89986ae40d45410](https://www.indeed.com/r/John-Wong/e89986ae40d45410)

To work for a well established company as a Character Animator to further enhance my skills in the field of animation.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

ANIMATOR

TinyCo - San Francisco, CA - May 2017 to June 2017

TinyCo, a Jam City-owned company, is a San Francisco studio at the forefront of bringing the world's most popular entertainment franchises to mobile games. Our titles, including Family Guy: The Quest for Stuff and Marvel Avengers Academy, have been downloaded more than 115 million times and in the process, have won several "Best Game" awards.

Responsibilities Include:

- Worked closely with project directors and other artist to animate and pose characters based on the specification and director's recommendations.

Animator

LiveBarn - September 2016 to October 2016

LiveBarn provides Live & On Demand online broadcasts of amateur & youth sports from venue locations across United States & Canada.

Responsibilities Include:

- Responsible for the creative process at different stages. Conceptualization, storyboarding, animating, and editing
- Using computer programs, motion graphics artists create animated 2-images. Use animation to give the impression of action through changing images

Animator

Netflix Inc - Los Gatos, CA - July 2016 to September 2016

Netflix Inc. is an American multinational entertainment company founded on August 29, 1997 in Scotts Valley, California by Reed Hastings and Marc Randolph. It specializes in and provides streaming media and video on demand online and DVD by mail

Responsibilities Include:

- Worked closely with project directors and other artist to animate and pose characters based on the specification and director's recommendations.

Independent Artist

San Jose, CA - 2014 to 2016

Working as a independent artist and creating animation on Youtube.

Responsibilities Include:

- Worked on independent projects and in charge of creating my own IP for my channel on youtube.

Animator

Sunbex Software Solutions - Markham, ON - March 2015 to June 2015

Sunbex is a leading end-to-end high tech Business Solution Provider to small - medium and large corporations. Our full spectrum of business solutions include: Customized Software Development, E-commerce, Web-Development, Mobile Application Development, Multimedia Services and Managed IT Services. (<http://www.sunbex.com/>)

Responsibilities Include:

- Responsible for the creative process at different stages. Conceptualization, storyboarding, animating, and editing
- Using computer programs, motion graphics artists create animated 2-images. Use animation to give the impression of action through changing images

GRAPHIC DESIGNER

Lost Villa Entertainment - San Jose, CA - September 2014 to February 2015

A new indie game company that is creating mobile games for the Iphone

Responsibilities Include:

- Designed many of the art assets for the company's first game based on Client's feedback and recommendations

Animator

KLeveille Entertainment - New York, NY - May 2014 to October 2014

KLeveille Entertainment has offered stellar television production services. Our genre of programming and production experience ranges from news to reality show development.

Responsibilities Include:

- Responsible for the creative process at different stages. Conceptualization, storyboarding, animating, and editing
- Using computer programs, motion graphics artists create animated 2-images. Use animation to give the impression of action through changing images

American developer

Electronic Arts - Redwood City, CA - April 2014 to May 2014

marketer, publisher and distributor of video games headquartered in Redwood City, California, U.S. Some of the games they've made are Battlefield, The Sims, Dawngate, Army of Two and many more. (www.ea.com/)

Responsibilities Include:

- Maintenance of a desired level of quality in a service or product, especially by means of attention to every stage of the process of delivery or production

Project worked in Electronic Arts:

- Battlefield Hardline

Animator

Obsidian Entertainment - Irvine, CA - September 2012 to January 2014

Obsidian Entertainment is an American role-playing video game developer that created such hits like Fallout New Vegas, Neverwinter Nights 2 and Star Wars Knights of the Old Republic 2. (www.obsidian.net)

Responsibilities Include:

- Worked closely with project directors and other artist to animate and pose cartoon characters based on storyboard and client's recommendations.

Project worked in Obsidian Entertainment:

- South Park: The Stick of Truth

Quality Assurance Technician

Apple - Cupertino, CA - May 2012 to August 2012

Apple designs and creates iPod and iTunes, Mac laptop and desktop computers, the OS X operating system, and the revolutionary iPhone and iPad. (<https://www.apple.com/>)

Responsibilities Include:

- Maintenance of a desired level of quality in a service or product, especially by means of attention to every stage of the process of delivery or production

Project worked in Electronic Arts:

- Iphone 6

Graphic Designer

Magic Fog - IN - May 2012 to June 2012

Magic Fog is a company based in India that offers wifi services.

Responsibilities Include:

- Designed the company's logo based on Client's feedback and recommendations

Animator

Putmeinstarter Inc - Wilmington, DE - April 2012 to May 2012

Putmeinstarter is a US company that opens Kickstarter services to all Non-American customers.

Responsibilities Include:

- Responsible for the creative process at different stages. Conceptualization, storyboarding, animating, and editing
- Using computer programs, motion graphics artists create animated 2-images. Use animation to give the impression of action through changing images

Graphic Designer

Socialize - AE - March 2012 to April 2012

Socialize is company based in the United Arab Emirates that creates flash games for Facebook

Responsibilities Include:

- Animated characters for two of their Flash games.

Animator

Top Draw Animation - June 2009 to March 2012

Topdraw Animation is an Outsourcing Animation studio that provides a full range of pre-production and production services to leading international producers.

(<http://topdrawanimation.com/>)

Responsibilities Include:

- Worked closely with project directors and other artist to animate and pose cartoon characters based on storyboard and client's recommendations.

Clients of Top Draw Animation and the cartoon animations:

- Samka Productions - Invisible Network of Kids, Eliot Kid
- Studio B - My Little Pony: Friendship is Magic
- Moonscoop - Heroes108

Animator

GFX Creative Imaging Inc. - April 2008 to March 2009

Giraffe-X is a full service print and web development company. Giraffe-X's two divisions, the Digital Print Media and the New Media Group, are geared to offer seamless print to worldwide web solutions. (<http://www.giraffe-x.com/>)

Responsibilities Include:

- Design and integration of GFX Products like company logos and prints to meet both company quality standards and the expectations of its customers.
- Working closely with project management to design and script flash websites and presentations which meet both company quality standards and the expectations of its customers.
- Trained and instructed other employees of the use of Adobe Flash CS3 and MX

EDUCATION

Bachelor of Arts in Multimedia Arts in ABMMA

College of Saint Benilde - Manila

2003 to 2008

SKILLS

Adobe After Effects (Less than 1 year), Adobe Illustrator (Less than 1 year), Adobe Photoshop (Less than 1 year), animation (5 years), flash (1 year)

LINKS

<http://jmwong.portfoliobox.net/>

<http://kreoss.deviantart.com>

<http://warpiggies.com>

<http://www.linkedin.com/pub/john-martin-wong/51/308/578>

<https://vimeo.com/55559604>

<https://www.youtube.com/channel/UCJ4sTulL7rgHJbk1PJLolIw>

ADDITIONAL INFORMATION

KNOWLEDGE AND SKILLS

- 8 Years of Animation Experience including TV Animation, Game Animation, Advertising and
- Experience in developing animation with Toon Boom Harmony, Adobe Flash, Adobe Photoshop
- Sound knowledge with both cartoon animation and gaming animation
- A strong sense of animation timing, posing, weight and storytelling.
- Exceptional ability to follow direction; strong desire to grow creatively and improve animation skills
- Knowledgeable and experienced with MS Suite software
- Ability to create great key frame character animation
- Highly experience in creating library assets and graphics
- Profound knowledge in scene building and character modeling
- Remarkable ability to create character, facial and object animation
- Sound knowledge in utilizing traditional animation
- Highly creative drawing skills
- Good understanding of programming skills in Adobe Flash/Animate

- Familiarity with 3D animation
- Graphic Design and Character Design
- Animation and Motion Graphics
- Minor coding skills

ABILITIES

- Able to work and communicate effectively in a collaborative, fast paced environment.
- Strong critical thinking and problem solving skills.
- Extremely organized, and great attention to detail
- Balance quality with efficiency when working under tight deadlines
- Flexible and willing to learn.
- Coordinated and directed other artist and animators
- Remarkable ability to multi task and prioritize activities
- Adaptable to newest and latest Art/Graphic Programs

TECHNICAL PROFICIENCIES

- Adobe Animate
- Adobe Photoshop
- Adobe Premiere
- Adobe Illustrator
- Adobe After Effects
- Manga Studio
- Autodesk Maya 2014
- Toon Boom Harmony
- Spine
- Perforce
- MS Suite software