MANDL CHO
TECHNICAL ANIMATOR

OBJECTIVES

To bridge the gap between Tech and Animation, to innovate and create solutions that improves the workflow for Animation. Design and build efficient animation systems and tools. To be able to collaborate effectively with engineers to fully realize the creative vision of the product.

CONTACT

Mobile: (+65) 97777311
mandl.cho@icloud.com
233 Serangoon Avenue 3 #10-20 (S)550233

About Me : https://about.me/mandlcho
GitHub   : https://github.com/mandlcho
Linkedin : https://www.linkedin.com/in/mandlcho/

SKILLSETS

- Animation
- Motion-capture
- Unreal-Engine
- Animation State Machines & Behaviour Trees
- Technical Documentation
- Character Setup / Rigging
- Python Tools & Script Debugging / Maintenance
- Post-production / AfterEffects

WORK EXPERIENCE

SENIOR TECHNICAL ANIMATOR

Lightspeed Studios, Tencent Games | Nov. 2020 to present

- Unified and established animation-tech pipeline between projects
- Owner for animation blueprints and state-machines
- Build tools to improve production / mocap-editing capabilities in Motionbuilder
- Established animation/animation-tech validation processes

ASSISTANT TECHNICAL DIRECTOR, ANIMATION

Ubisoft Singapore | Apr. 2020 to Nov. 2020

- Assassin's Creed Valhalla
- Collaborated closely with Gameplay Engineers to achieve the needs of the gameplay feature while keeping within the animation memory budget constraints.
- Designed Animation / Crowdstations / AI Behaviour systems from scratch and data integration
- Provided Technical Direction for Singapore, Philippines and Chengdu studios

TECHNICAL ANIMATOR

Ubisoft Singapore | Apr. 2019 to Apr. 2020

- Assassin's Creed Valhalla / Skull & Bones
- Established various animation / animation-tech related pipelines between Montreal and Singapore's team.
- Built Motionbuilder tools using Pyfbsdk that improved efficiency of animators' workflows.
- Worked on Ground Navigation 3Cs feature
- Trained and onboarded new animators

GAMEPLAY / CINEMATICS ANIMATOR

Ubisoft Singapore | Jan. 2017 to Mar. 2019

- Assassin's Creed Origins / Skull & Bones
- Worked on cinematic content showcased at E3 2017

ACADEMIC BACKGROUND

DIGIPEN INSTITUTE OF TECHNOLOGY, SINGAPORE

BFA in Digital Art & Animation

- Sep. 2013 to Sep. 2017
- Graduated with GPA of 3.35
- Team Lead for Capstone Project - Zuri
- Teaching Assistant for Drawing and 2D/3D Animation modules

GENERAL ASSEMBLY SINGAPORE

Python Programming

- May. 2019 to Aug 2019
- Completed
- Javascript, Python, Django
- Built a Telegram bot using Python and Telegram's Python API that pulled data from Yelp's API, and filtered results based on user-input choices, such as Location, Budget and Cuisine-type.