



Contact Info

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LANGUAGES

English (Fluent)
Mandarin (Proficient)

SOFT SKILLS

Leadership
Communication
Teamwork
Responsible
Optimistic
Observant to detail
Determined
Time Management
Public Speaking

SOFTWARE

Autodesk Maya
Unreal Engine 5
Vicon Eclipse
Vicon Live
Vicon Post
Adobe Premiere Pro
Adobe Photoshop
Adobe Substance Painter
Microsoft Office

PROFESSIONAL EXPERIENCE

GAMEPLAY ANIMATOR (HALO INFINITE)

343 INDUSTRIES | JULY 2023 - PRESENT

- Created weapon animations for Halo Infinite.
- Created prototype animations for unannounced gameplay features.
- Created and implemented high quality animations for in-game characters.
- Worked closely with the gameplay animation lead and feature guardians to execute the defined animation style for the project.
- Collaborated with other animators to deliver a consistent and high bar for animation quality.
- Collaborated with other disciplines to deliver incredible character experiences.
- Wrote documentation for studio engine features.

GAMEPLAY ANIMATOR INTERN (HALO INFINITE)

343 INDUSTRIES | JUNE 2022 - SEP 2022

- XBOX Game Studios Summer Apprenticeship Program.
- Animated various animations for Enemy Gameplay Characters (Taunt/Melee/Death/Walk Cycle).
- Animated First-Person Animation.
- Directed/Performed/Cleaned Up for Motion Capture.
- Learned proprietary engine and tools for projects.
- Gained experience working in a AAA Microsoft/XBOX Game studio.

3D JUNIOR ANIMATOR (TV SERIES)

TINY ISLAND PRODUCTIONS | SEP 2020 - AUG 2021

- Animated for Dreamworks's "Doug Unplugs" and "Gabby's Dollhouse".
- Used reference from Dreamworks' animatics.
- Fixed animation accordingly based on client feedback.
- Completed animation for two episodes (Doug Unplugs).
- Completed animation for three episodes (Gabby's Dollhouse).

ACADEMIC COLLABORATIVE EXPERIENCE

DIRECTOR/LEAD ANIMATOR

THE DEAD SEA (SENIOR YEAR ANIMATED SHORT FILM) | OCT 2021 - JUNE 2023

- Implemented animations into Unreal Engine 5 using Sequencer
- Rendered our film in Unreal Engine 5
- Collaborated with people from different majors of the animation pipeline.
- Oversaw quality of work to ensure it is up to its best standard.
- Ensured teams are happy and enjoy working on the project.
- Led with words of encouragement and checks in on team frequently.
- Managed realistic deadlines to accommodate for team and client.

GAMEPLAY/CINEMATIC ANIMATOR

VARIAL (OFFICIALLY RELEASED ON STEAM) | JAN 2022 - MAY 2022

- Animated Walk, Run, Melee Attack, Ranged Attack, Death Cycle animations for a few of the enemies in the game.
- Animated Intro Cinematic for the game.
- Worked closely with the director to ensure animation runs in Unreal Engine.
- Communicated frequently with rigger to ensure animation works properly with the rigs.

AWARDS

- Winner and Official Selection of Bloody Hats Festival 2023
- Official Selection of Manchester International Film Festival 2023
- Official Selection of APEX Film Awards 2023
- Best Character Rigging Finalist of the New York Animation Film Awards (NYFAF) 2023
- Winner and Official Selection of Independent Horror Movie Awards 2023 for Best Animated Short and Best Monster
- Official Nominee of Independent Horror Movie Awards 2023 for Best Sound and Best Music
- Official Selection of Animation Dingle 2024

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

Bachelor of Fine Arts in Animation | Sep 2019 - June 2023

SINGAPORE POLYTECHNIC

Diploma in Digital Animation | Apr 2014 - Mar 2017