

JOHN CHEANG	604-722-7610
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PROFILE

CG artist with 3 years working experience in digital animation and multimedia design. Currently seeking job opportunities to hone skills as a working professional as well as complement theory learned at university level. Solid communication and leadership skills.
In depth knowledge of the following software:

- | | |
|----------------------|-----------------------------|
| Alias Wavefront Maya | Adobe After Effects |
| Adobe Photoshop | Adobe Premiere |
| Pixologic Zbrush | Sonic Foundry's Sound Forge |
| Softimage XSI | Alias Motion Builder |
| Autodesk Mudbox | |

EDUCATION

Vancouver Film School, Vancouver, BC, Canada

Multimedia University, Cyberjaya, Selangor
Bachelor Of Multimedia (HONS) in Film & Animation, expected May 2004

Catholic High School, Petaling Jaya, Selangor

WORK EXPERIENCE

Igloo Digital Arts 5/2007-7/2007
Environmental Artist
Build game assets for Wii and PS2 game (Spongebob Atlantis)

Fly Studio 9/2006-4/2007
Deputy Lead Artist
Divides workload and provides optimal solutions for commercials
Supervise team in execution of projects
Troubleshoots technical problems
Participates in modelling, animation, rigging, lighting, texturing, compositing and editing

Intelture Tecnology 6/2005-7/2006
Character Rigger / Animator
Does character setup, animation, lighting, effects and modelling
Troubleshooter for technical problems in Maya and Motion Builder
Supervise team in refinement and development of season 2 characters for television series

Pelangi Multimedia 7/2003 - 3/2005
3d Artist
Does character setup, scriptwriting, modelling and particle effects
Participated in production of short film animation that won bronze prize in ComGraph 2005

REFERENCE AVAILABLE UPON REQUEST