

# Sherwyn Wong

3D Animator

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## Links

sherwynwong.com

linkedin.com/in/sherwynwong/

vimeo.com/sherwynwong

# **Software Programs**

Autodesk Maya

Presto (Pixar)

Adobe Photoshop

Adobe Premiere Pro

Adobe After Effects

Unreal Engine 4

# **Skills**

Efficient Team Player

Create Genuine Character Performances

Exceptional in Managing Feedback

Strong Eye for Detail

Diverse in Multiple Animation Styles

**Problem Solving** 

Storyboard Creation

Gameplay Animation

Cultivates Fun Working Environment!

## **Interests**

Movies, Dinosaurs, Food, Soccer, Badminton, Volleyball, Video Games, Park Walks, Making Art, Karaoke.

Languages: English, Malay, Mandarin, Cantonese

Story-driven 3D animator with over 3 years of professional experience, passionate in creating genuine character performances and cultivates a fun collaborative work environment. Versed in a wide range of animation styles, techniques and software programs. Committed to pushing boundaries of storytelling with animation, aiming to contribute innovative solutions and compelling narratives in future projects.

# **Employment history**

Jan 2023 - May 2024

## **Pixar Animation Studios**

Fix/Crowd Animator - Emeryville, CA

- Created engaging character animation of the highest quality in both hero and crowd shots utilizing Pixar's proprietary animation software, Presto.
- Collaborated closely with film directors, supervisors, animators and other multidisciplinary departments to
  ensure cohesive visual storytelling and character development during film production.
- Managed tight schedules and cultivated discussions among peers to receive and offer constructive criticism for shot work
- Assisted with fixes and polish of fellow animator's shots efficiently.

Projects: *Inside Out 2* (2024), *Elio* (2025)

Jul 2022 - Jan 2023

#### **Halon Entertainment**

Associate Animator - Santa Monica, CA

- Enhanced animation knowledge and techniques by utilizing advanced software tools like Unreal Engine for various projects.
- Experienced with the process of previs, techvis, postvis, gameplay animation, and basic understanding of motion capture cleanup & importing animation into Unreal Engine.
- Managed feedback and delivered animation of high quality under tight schedules.

Projects: Atlas (2024), The Hunger Games: The Ballad of Songbirds and Snakes (2023), Fortnite Marketing

Apr 2022 - May 2022

#### Agora.Studio

3D Animator - Montreal, Quebec

- Enhanced visual storytelling by animating 3D characters, creatures, environments and props in the animation style of twos.
- Managed feedback, cultivated discussions among peers and delivered animation of high quality under tight schedules.

Projects: South of Midnight - Cinematic Trailer (2023)

Mar 2018 - Dec 2018

# **Illusionist Animation Studios**

3D Animator - Kuala Lumpur, Malaysia

- Responsible for 3D animated characters, environments, props and proxy effects for various projects from China and Japan.
- Collaborated closely with multidisciplinary teams to ensure consistency in diverse visual styles and quality of animation style across all projects.
- Delivered high-quality animation within tight deadlines and managed time effectively.

Projects: Netflix' Saint Seiya: Knights of the Zodiac (2019)

# **Education**

Feb 2019 - May 2022

## **Academy of Art University**

Bachelor's of Fine Art: Animation & VFX - San Francisco, CA

Achievements:

- The Rookies Awards: Rookie of the Year 2022 (That's No Moon), Excellence Award 2022.
- AAU Spring Show Awards Runner's Up 2020, 2021.

Kyosil Jan 2022 - Apr 2022. Mentor: Alexander Snow - Animator at Epic Games, Disney, Dreamworks

AnimSquad Apr 2021 - July 2021. Mentor: Kevin Jackson - Animator at Epic Games, Sony

Jan 2015 - Dec 2017

## The One Academy

Diploma in Animation - Kuala Lumpur, Malaysia

Student Animated Short Film Project: Guan Gong & Cat (2018)

Roles: Lead Animator, Director of Photography, Story Artist, Compositor, Layout Artist.

Project Achievements: The Rookies Excellence Award (2018), Kancil Awards Gold and Silver (2018), M-Dec Silver Awards (2018).