

ANDREW WONG

Mountain View, CA

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www.agwongvisual.com

SOFTWARE

Photoshop / Corel Painter
Illustrator
Flash
After Effects

Maya
3ds max biped
Premiere / Final Cut Pro

SKILLS

2D Flash Animation
Digital Illustration
Character Animation for games (cycles)
3D Modeling using Maya

EDUCATION

The Art Institute of California – San Francisco, San Francisco, CA
B.S. Media Arts & Animation 3/2010

University of California, Berkeley, Berkeley, CA
Focus on English Literature 1999 – 2003

EXPERIENCE

05/2010 – Present

Mondo Studios, San Francisco, CA

Freelance Animator

- Produce art assets for Flash games
- Create animation sequences to be integrated into Action Script
- Edit trailer videos for upcoming games (Adobe After Effects)

04/2010 – 05/2010

Lolapps, San Francisco, CA

Intern

- Created designs and animations for implementation into web games
- Worked closely with engineering to ensure art meets technical requirements
- Contributed ideas and experience to the development process

09/2009

Tampa Foods, Tampa, FL

Freelance Designer

- Developed brand identity and logo (Longevity Tofu)
- Designed packaging

09/2005 – 09/2008

Best Buy, Sunnyvale, CA

Customer Specialist

- Provided customer service; demonstrated a friendly attitude and thorough product knowledge
- Sorted, maintained, and organized inventory

08/2004 – 01/2005

LucasArts, Marin, CA

Project Tester

- Play-tested *Mercenaries* (Xbox/PS2) for functionality and gameplay
- Documented issues and verified fixes needed

ACTIVITIES

Finalist in Tokyopop's Rising Stars of Manga Vol. 2 contest. (2003)