



Wing Ni Chung

Character Animator

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Objective

To bring characters to life while keep challenging my abilities and take every challenge as an experience. Has passion with animating and able to work under tight deadlines and produce good quality of work.

Work Experience

Sony Computer Entertainment - Lead Animator *San Diego, CA* **Mar 2017 - Present**

Projects: "Uncharted-The Lost Legacy" "Unannounced Project"

*Producing hand/props keyframe animation, facial animation adjustment and motion capture enhancement for game cinematics

Sony Computer Entertainment - Cinematic Animator *San Diego, CA* **Sept 2015 - Feb 2017**

AAA title game "Uncharted 4" "Days Gone"

*Producing hand/props keyframe animation, facial animation adjustment and motion capture enhancement for game cinematics

Reel FX - Junior Animator *Dallas, TX* **Oct 2013 - Jul 2014**

Animated Feature Film "The Book of Life"

*Producing keyframe character animation

*Work under tight deadline

*Participating in meetings and dailies

Reel FX - Animation Apprentice *Dallas, TX* **April - Sept 2013**

*Being trained under mentorship to develop animation skills

*Participating in production for animated feature film

*Participating in meetings and dailies

BrightBytes - Animation/ Art Intern *San Francisco, CA* **Jun 2012 - March 2013**

*Assisting art director to create art assets

*Producing motion graphics videos and UI design

*Participating in meetings and dailies

Education

Master of Art in Animation **Sep 2014 - May 2015**

Savannah College of Art and Design *Savannah, GA*

Bachelor of Fine Art in Animation **Sep 2008- Dec 2011**

Academy of Art University, *San Francisco, CA*

Reel

vimeo.com/wingnichung

Site

www.wingnimation.com

Reference

Available upon request