

First Name: Kuan Leong (Vincent)
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Objective:

I aspire to work for a games development studio in the UK as a 3D character artist. I hope to put my skills and knowledge in 3D artwork and animation to good use to create cutting-edge assets for next-generation games.

Capabilities / Skills:

- Specialise in 3D game character creation (Modelling/Texturing)
- Good understanding of design and technical aspects of games
- Passion to strive for excellence and desire for improvement
- Able to work in groups and independently on multiple projects and meet deadlines
- Good problem solving and communication skills
- Additional skills include:
 - Animation and Rigging
 - Game design
 - Scripting
 - Understanding of C / C++
 - Motion Capture
 - Lighting
- Fluent in English and Mandarin

Education:

- 2006-2007 Masters of Arts in 3D Computer Animation with Distinction**
National Centre for Computer Animation, Bournemouth University, UK
- 2001-2004 Diploma in Digital Media Design with Merit**
School of Design, Nanyang Polytechnic, Singapore
- 1997-2000 GCE 'O' Levels**
Anderson Secondary School

Working Experience:

2006

Freelance Artist

Created artwork for games and visualisations. Clients include Orange Gum (mobile games for ESPN and Nokia), ZPixel etc.

2004-2006

Mandatory National Service in Singapore Armed Forces

Position: Media & Graphic Designer / Air Defence Weapons Operator

Duties: Besides air defence duties, I undertook design tasks such as animation for unit work plan videos, video editing, print and graphic designs etc. for my unit.

2004

Nanyang Polytechnic

Position: Development Technologist (Operation Flashpoint Mod)

Duties: 3D modelling / texturing, art supervision and project management.

Achievements:

2007

Exclusive distribution and article coverage of Half-Life 2 mod: 2145 in German magazines PC Action and PC Games. (Issue 7/2007)

2006

Accessibility Game "Rollin" published in the DVD with PC Gamer Magazine UK Edition (March 2006 Issue #159)

2005

Accessibility Game "Rollin" showcased in UK Game Expo 2005

2005

Flash Game "An Eye for an Eye" showcased on Noise! Singapore and eRadioClub by MediaCorp Radio

2004

Awarded Silver in Crowbar Awards 2004 International & Local Categories (Entry: Mobile Phone Game "Sphere")

2004

1st Overall in Games Development Specialisation, Digital Media Design
5th Overall in Digital Media Design

Additional Information:

Qualified National Chinese Martial Arts Instructor and Judge (Singapore)

Interests / Hobbies:

CG, gaming, sketching, Chinese martial arts, basketball, table tennis, comics.

Referees:

Mr Sofronis Efstathiou

Programme Leader (MA 3D Computer Animation)

National Centre for Computer Animation, Bournemouth University, UK

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Ms Teo Chor Guan

Program Director (Singapore-MIT GAMBIT Game Lab)

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