

# BRENT\_WONG

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## Experience

### Modeler

Blue Sky Studios White Plains, NY 2006 - Present

- *Feature*, TBA - Main character development focusing on facial expressions using Zbrush
- *Ice Age 3* - Modeled environments and acted as lead on various sets
- *Horton Hears a Who* - Modeled characters, props, and environments

### Lighting TD

Blue Sky Studios White Plains, NY

- *Ice Age 3* - Lit and composited shots for promotional materials
- *Horton Hears a Who* - Lit and composited several key sequences

### CG Generalist

Sepia Productions Long Beach, CA 2004 - 2005

- Created motion graphics for titles and intros to be used on various video spots
- Produced Flash content for Long Beach Police Department website
- Primary tools were Adobe After Effects, Photoshop, and Flash

### Flash Web Designer

TRG Land, Inc. Newport Beach, CA 2003 - 2007

- Developed original site layout and content
- Designed a unique interactive website using Flash
- Extensively used ActionScripting to achieve site's design and interactivity

### Motion Graphics Artist

23D Films Hollywood, CA 2002 - 2003

- Designed and created original graphics for Disney Channel commercials
- Animated a special episode of *Lizzie McGuire* (Disney Channel show)
- Digitally enhanced and painted cartoon artwork

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## Education

**3D Animation and Visual Effects Diploma**  
**Vancouver Film School, Vancouver, Canada**

- *Awarded Scholarship Festival*

**Houdini & Nuke Certification**  
**Vancouver Film School, Vancouver, Canada**

**Bachelor of Fine Arts, Film and New Media**  
**Chapman University, Orange, CA**

- *Graduated with Departmental Honors*

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## Skills

### Software Knowledge:

AutoDesk Maya, Mudbox, XSI Softimage, Pixologic ZBrush, Shake  
Adobe After Effects, Illustrator, Photoshop, Premiere, Flash