

# BRENT WONG

Superbeez@gmail.com  
www.Brentwong3d.com

714.717.9709

---

## ART DIRECTOR/DESIGNER

An innovative and collaborative leader, with an extensive background in the animation and tech industries. Strong skills in art direction, visual storytelling and product thinking. Known for being an inspiring team lead in designing and building creative strategy for interactive experiences.

- Creative Leadership
- Vendor Management
- Mentor/Trainer
- Process Improvement
- CG Pipeline Workflow
- Game Design
- Character Design
- Product Design
- Cross-functional Team Collaboration
- 3D Vis Dev
- User Experience

## EXPERIENCE

**FACEBOOK**, Menlo Park, CA

11/2016 – 12/2020

### Senior Designer

Led several key programs, including creative vision and strategy, for the future of Augmented Reality (AR) products, notably Avatars.

- Developed visual style guides, animation pipelines and workflows; implementing process improvements and best practices, resulting in more efficient and higher quality work.
- Established new initiatives to raise the quality bar of AR experiences, contributing to the increase of user engagement to over 1 billion AR sessions on Messenger.
- Collaborated with cross-functional teams (Product Design, Research, Engineering, Marketing), playing a key role to ensure that deliverables were executed intelligently and on brand.
- Managed external vendor relationships, including art direction and project management.
- Fostered improved communication within and between departments, leading to innovation and new product features.
- Art Directed teammates in character design and animation.
- Hired artists and tech artists for core teams.

**APPLE** (Contractor through Schawk), Cupertino, CA

7/2015 – 11/2016

### Senior CG Generalist

Created super-hi-res renders of Apple products for use in company's signature Keynote presentations and throughout international marketing campaigns.

- Led CG team's design practices that increased visual quality and speed.
- Established new CG pipeline and Maya / V-Ray workflows.

**DREAMWORKS ANIMATION**, Redwood City, CA

11/2011 – 7/2014

### Modeler

Productions: *Peabody and Sherman*, *Penguins of Madagascar*, and *B.O.O. University*

Designed and modeled characters, props, and environments.

- Collaborated with Rigging department to develop a modular system to build background characters, resulting in a greater variety of characters that did not need to be individually modeled.

**LUCASFILM ANIMATION**, San Francisco, CA

8/2008 – 11/2011

**Senior Pre-Production Artist**

Productions: *Star Wars: Detours*, *Strange Magic*

Worked directly with the Art Director to visually establish sets.

- Defined characters through facial expression visual development.
- Built previz sets to allow the Director to interact and setup shots in real-time.
- Mentored teammates on 3D workflow best practices.

**IMAGEMOVERS DIGITAL**, Novato, CA

10/2008 – 5/2010

**Character Modeler and Stereoscopic TD**

Productions: *Yellow Submarine*, *Mars Needs Moms*, *A Christmas Carol*

Technical director troubleshooting shots and modeling characters.

- Modeled characters and pushed the expressiveness of the actors' performance with sculpted blend shapes (using Facial Action Coding system).
- Designed and modeled environments.
- Setup animation sequences to be stereoscopic, enhancing the visual depth and dimension within scenes in 3D.

**BLUE SKY STUDIOS**, Greenwich, CT

9/2006 – 9/2008

**Modeler and Lighting TD**

Productions: *Ice Age 3*, *Horton Hears a Who!*, *Rio*

Collaborated with Art Directors to develop the visual look of characters in 3D.

- Led teammates on set sequences.
- Designed and modeled environments and props.
- Lit, rendered, and composited shots / sequences.

**EDUCATION**

**Bachelor of Fine Arts (BFA), Film & New Media**

Chapman University, Orange, CA

**Houdini & Nuke Certification**

**3D Animation & VFX**

Vancouver Film School, Vancouver, BC

**FEATURED ARTWORK**

Frontpage feature on Zbrushcentral.com website.

Artwork published in d'artiste Character Modeling 2 book.