



Kazue Tng

3D CHARACTER ANIMATOR & MODELER

Experience

Goro Goro - Senior film project

3D Animator, 3D Modeler, Compositor

July 2022 - June 2023

- Modeled all of characters' props
- Animated assigned shots
- Created compositing templates
- Composited assigned shots

NASA - SCADpro Collaboration

3D Animator & 3D Modeler

Sept. 2022 - Nov. 2022

*Selected to be part of the team

- SCAD partnered with NASA to research and develop concepts for a variety of projects for the ICESAT-2 team.

The How Book - SCAD Animation Studios

Jan. 2022 - Nov. 2022

3D Animator & 3D Modeler

*Selected to be part of the team

- Created assets for environment layouts and accessories for the characters
- Animated characters in assigned shots
- Worked in different departments harmoniously while maintaining good communication with the entire team and team leaders

Anomalyst Studio

May 2018 - Dec. 2018

Full-time Motion Graphics designer

- Demonstrated effective communication and teamwork skills between colleagues
- Produced various 2D and 3D animation and graphics for multiple awards shows and live stage performances.

Road Safety Project 2017 - Final Year Project with Traffic Police Singapore

May 2017 - Aug. 2017

*Awarded GOLD in the Singapore Crowbar Awards 2018, under the Film/Animation category.

- Animated 3 1-minute films with titles provided by the client together with 5 team mates
- Modeled most of the 3D environment elements
- Designed the main title
- Final compositing and editing

Education

September 2019 to June 2023
(Expected graduation date)

Savannah College of Art and Design (SCAD)

- BFA in Animation, Minor in Visual Effects
- *Dean's List 2019 - 2023
- SCAD Animation Studios (Savannah) 2022
- NASA x SCADpro - Fall 2022

April 2015 to May 2018

Nanyang Polytechnic, School of Interactive and Digital Media

- Diploma in Animation

Languages

English -
Chinese (Native) -
Korean (Beginner) -

Software

- Photoshop
- After Effects
- Illustrator
- Premiere Pro
- Maya
- Blender
- Zbrush (beginner)
- Nuke
- Houdini

Technical skills

- 3D Character Animation
- 3D Modeling
- Nuke compositing
- Shotgun

*References available upon request.