

ANTHEA KWONG

OBJECTIVE	A 3D character animator, passionate about capturing action and kinetic motion to further the storytelling of a shot.		
SOFTWARE SKILLS	Autodesk Maya Shotgrid		hotoshop nreal Engine
WORK EXPERIENCE	ICON Creative Studio //	Intermediate Animator, Vancouver, BC	Sept 2020 - present
	 Animator for Star Wars: Young Jedi Adventures (2023) and Disney: T.O.T.S. Season 3 (2021) Completed shots from layout to final animation Utilized Shotgrid and online review meetings to receive feedback from directors, clients, and peers Consistently delivered high quality animations under tight deadlines Adapted an animation style best suited towards each show- whether cartoony or realism based 		
	Paranoid Delusions Inc	:. // Animator, remote freelance	July 2020 - Sept 2020
	 Animated robots and human characters for a short action trailer Participated in dailies and reviews with director through Slack and Syncsketch 		
EDUCATION	Capilano University, Va	ncouver, BC	Sept 2018 - Apr 2020
	3D Animation for Film & Games Diploma		
	 Collaborated on team projects with fellow classmates Developed figure drawing skills to push understanding of weight and expressions in 3D animation 		
	J.N. Burnett Secondary	/ School, Richmond, BC	Sept 2013 – June 2018
	Selected Coursework Level I (3DS Max) • Awarded: Top Visua	: AP Studio Art (traditional art and 2D Il Arts Student (2018)	animation); Animation
VOLUNTEERING	 Worked remotely w Communicated wit J.N. Burnett's Art Attack	// Gameplay Animator & Cleanup, rem ith team to problem-solve rig/animat h Lead Game Designer to visualize ga k Club // Co-President, Richmond, BC eammates to plan, create and promot	ion issues meplay animation Sept 2016 - June 2018
	 Designed marketing advertisements using Adobe Photoshop and Illustrator on social media for fundraisers 		
INTERESTS	Digital painting in PFigure drawing	rocreate and Photoshop	

• Storyboarding