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resume

objective

- Wanted to get myself involve as much as possible in 3d modeling or animation field and also to be able to contribute in 2d illustrations like designing props and characters. Currently I am aiming for 3d positions (3dmodeling/animation)

working experience

- Attachment program at Twisted Udder Pte. Ltd. as a 3d artist and illustrator.

achievements

- Crowbar Awards 2006 Animation Category (Bronze)
- United International claymation competition, Wallace and Gromit (Gold)

experience

- Maya, 3d studio Max, Photshop cs2, illustrator cs2, adobe premiere, after effects
- Skilled in 3D/2D animation and also stop motion animation.

education

- Diploma with merit from Nanyang Polytechnic, School of Design, Digital Media Design (2004 – 2007). Specializing in 2d/3d Animation.
- Cambridge “O” level from Malaysia Secondary school. (Sek. Men. Keb. Tanah Putih, Kuantan, Pahang Darul Makmur, Malaysia)