



JIN SHEN WONG
3D Animator & Concept Artist

CONTACT

jinshenw57@gmail.com
604-862-8442
<https://jinajino.wixsite.com/mysite>

FOCUS

3D Animation
Concept Art
Illustration

SOFTWARE SKILLS

- Photoshop
- Maya
- ZBrush
- Marmoset Toolbag
- Substance Painter

ABOUT ME

I like to design and animate stylised characters, and expand the world they live in. I am influenced by both Japanese and Western animation.

WORK EXPERIENCE

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|-------------|--|
| 2015 | Inspidea
Background Painter
Lolirock Season 2 and Flopaloo Season 2. Worked with teams to adhere to the aesthetic and style of the animation backgrounds for each episode with a colourful and flat style. |
| 2020 - 2024 | Genies, Inc.
Animator
Focused on animating stylized character avatars based on celebrities and influencers, and app development. Working with the creative team to create dynamic character animation and camera movement. |

EDUCATION

- | | |
|-------------|---|
| 2015 - 2019 | Gnomon School of Visual Effects
Entertainment Design and Digital Production BFA |
| 2013 - 2014 | 3dSense Media School
Digital Design and Illustration |
| 2013 | Escape Studios |
| 2009 - 2012 | King's College London
Biomedical Science BSc |

INTERESTS

Listening to podcasts and stories on design.
Studying the design languages of films, cartoons, games and comics.

OTHER EXPERIENCE

- Designed a variety of character concepts for an unaannounced game project.
- Designed Illustrations for a restaurant merchandise.
- Animated for a Pop Mart ad.
- Designed a stylised album booklet for a musician.

ACHIEVEMENTS

- Work featured in TED Talk 2022.
- Work featured in SFO museum gallery 2021.
- Work showcased in 2019 Gnomon Reel.
- Work featured by Gnomon on Artstation website 2019.
- Work displayed in Student Gallery Gnomon 2019
- Gnomon Spring 2018 Best of Term - Character Animation Category.
- Animation and 3D work featured by the Rookies 2017 - 2018.