



JIN SHEN WONG

3D Animator & Concept Artist

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<https://jinajino.wixsite.com/mysite>

SOFTWARE SKILLS

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

CORE SKILLS

Animation and Visualization

- 3D Character Animation
- Camera Animation
- Motion & Timing
- Visual Storytelling
- Concept Development

3D Production

- 3D Asset Development
- Texturing & Shading
- Lighting & Rendering
- Pipeline & R&D

ADDITIONAL

- Concept Art
- Illustration
- Stylized Design

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

PROFESSIONAL SUMMARY

3D Animator with approximately professional experience since 2020 specializing in stylized character animation, camera animation and real-time animation production. Experienced in Autodesk Maya and collaborative environments, which recent work spanning animation R&D, involving modular animation systems and asset testing. Passionate about creating engaging characters and visuals that bring stories to life, and eager to contribute to innovative projects in animation, games and visual media.

WORK EXPERIENCE

2025 - 2026	Contract Animator Genies, Inc. • Produced and tested animation assets for a modular animation system. • Conducted R&D into tagging systems and 2D animation methods • Evaluated assets within production and iterated based on technical and creative requirement • Collaborated with teams on animation development.
2020 - 2024	Animator Genies, Inc. • Created stylized character animations for celebrity and influencer avatars. • Worked with the create team to create dynamic character performances and camera movement • Contributed to app development and animation asset production.
2015	Background Painter Inspidea • Lolirock Season 2 and Flopaloo Season 2. Created animation backgrounds adhere to the aesthetic and style of the animation, in both rendered and flat styles.

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.

INTERESTS

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

Listening to podcasts and stories on design.

Studying the design languages of films, cartoons, games and comics.