



JIN SHEN WONG

3D Character Animator

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CORE SKILLS

Animation

- 3D Character Animation
- Body Mechanics
- Character Performance
- Camera Animation
- Motion & Timing
- Real-Time Animation
- Animation R&D

Software/Pipeline

- Autodesk Maya
- Unity
- Adobe Photoshop
- Substance Painter
- ZBrush

Additional

- 3D Asset Development
- Texturing & Shading
- Lighting & Rendering
- Concept Art
- Illustration
- Stylized Design

EDUCATION

Gnomon School of Visual Effects

BFA, Entertainment Design &
Digital Production
2015–2019

3dSense Media School

Digital Design & Illustration
2013–2014

King's College London

BSc, Biomedical Science
2009–2012

PROFESSIONAL SUMMARY

3D Character Animator with professional experience since 2020, specializing in character performance, body mechanics, camera animation, and real-time animation production. Experienced in Autodesk Maya and collaborative production environments, with recent work spanning reusable animation systems, animation R&D, Unity integration, and asset testing.

WORK EXPERIENCE

2025 -
2026

Contract Animator Genies, Inc.

- Produced reusable character animation assets, including gestures, idles, and cycles for real-time avatar experiences.
- Integrated and tested animation assets and character rigs in Unity, iterating on technical and creative requirements.
- Conducted R&D into modular animation systems, animation libraries/tagging, and hybrid 2D/3D animation methods.
- Collaborated across production teams on animation development, testing, and asset iteration.

2020 -
2024

Animator Genies, Inc.

- Created stylized character animation for celebrity, influencer, and original avatar characters.
- Produced character performances, emotes, idles, cycles, and promotional animation for avatar-based applications and digital experiences.
- Collaborated with animation and creative teams on character performance and camera animation.
- Contributed animation assets to real-time applications and Unity-based production workflows.

2015

Background Painter Inspidea

- Created rendered and flat-style animation backgrounds for LoliRock Season 2 and Floopaloo Season 2, adhering to established production aesthetics.

ADDITIONAL EXPERIENCE

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

SELECTED RECOGNITION

- 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.
- Gnomon Spring 2018 Best of Term - Character Animation Category.
- Animation and 3D work featured by the Rookies 2017 - 2018.