

Joe Deng

Character Artist

36 – 16318 - 82nd Ave.

Surrey, BC V4N 0N9

www.joedeng.com

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cell: 778 319-8331

Employment

FairChild Radio Richmond, Canada

March '13 – Present

– Operator

Taking control all the panels and audio equipments during live broadcasting. Maintain, monitor and repair audio system either in hardware or software to be in good working order.

– Stage Motion Graphic Designer

Design the stage motion graphics of the GCGC2013 concert.

Freelance 3D Artist and Illustrator Vancouver, Canada

Nov '08 – Jan '13

[Ironclad games](#) – 3D Artist

[Hard Edge Creative](#) – Environment Artist

[Iceberg Pictures](#) – Movie Poster Artist

[Ming Jih Studios](#) – Cover Artist

[INCG Magazine](#) – CG Tutorial Columnist

Digimax Inc. Taipei, Taiwan

Dec '06 – Nov '08

– Character Modeler

Modeling main characters for company active future film projects base on the drawings from art department and do several tweaks to reach director's request.

Project Title and Awards

[Spiral](#) (Sci-Fi short film) – Character Artist

[Ghost Actor](#) (Chinese horror fiction) – Cover Illustrator

[Warhammer Rider \(personal project\)](#) – 3DTotal Excellence Award at character gallery

– CGArena Excellence Award 3D scenes gallery

[Quantum Quest: A Cassini Space Odyssey](#)

– Los Angeles Movie Awards 2010 :

1st place winner in Animation, Best Director, Best Animated Characters,

Best Voice-over, Best Screenplay

– 2010 Telly Awards: Children's Audience

– Presentation in Comic Con 2008

Position: Character Modeler

[Heavy Duty](#) - SIGGRAPH Computer Animation Festival 2008

– Character Modeler

[Adventures in the NPM](#) - Tokyo Anime Award 2008 - Open Entries Grand Prize

– Modeler

[The Legend of The Sacred Stone II](#) (unpublished)

– Pre-Vis animation character modeler

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Technical Skills

- Autodesk Maya
- Autodesk 3DS Max
- Adobe Photoshop
- Pixologic Zbrush
- Unity & UDK engine
- Mudbox
- Xnormal
- Bodypaint
- Adobe After Effects & Premiere
- Autodesk Combustion

Art Skills

- Exceptional illustration skills, using all mediums
- Fine Matte painting and digital painting skills
- Figure drawing
- Traditional oil painting
- Traditional sculpting
- Character design
- Create and illustrate Comic books

Education

The Art Institute of Vancouver

- Diploma in 3D Animation Art and Design

Oct '04 - Jun '06

National Taiwan University of Arts, Taipei, Taiwan R.O.C

- Bachelor Degree on Fine Art, major in oil painting

Sep '96 - Jun '00

Employment Objective

To obtain a digital artistic position in a productive environment that provides the opportunity to utilize my creative and technical skills.

Qualifications

- Understanding the actual production pipeline
- Passionate, hard working and responsible employee
- Strong fine arts and sculpting ability
- Artistic sensibility and eye for detail
- Organized and adaptable
- Cooperative and productive team member

Reference (Reference letters upon request)

Dan St. Pierre (Disney & DreamWorks)

- Director, Art director
- Popular movies: Tarzan (1999), The Lion King (1994), Shark Tale (2004), etc.

Teddy T. Yang (Disney & DreamWorks)

- CG supervisor
- Popular movies: Shark Tale (2004), Mission to Mars (2000), etc.