

# **RESUMÉ**

## **PERSONAL DETAILS**

**Name:** Peter Yong  
**Birth date:** 21.03.83  
**Address:** 7 Andree Place  
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Queensland  
Australia 4122  
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## **EDUCATION**

### **Tertiary:**

**Griffith University (Queensland College of Art)**  
Bachelor of Animation 3 year Course 2002- 2004

## **WORK EXPERIENCE**

### **Freelance Clients**

M&J Dream Productions

Hueys Planet: Project- Beach Town (Facebook) Due December 2010

### **Concept Artist**

Employer: Blue Tongue Entertainment THQ  
*June 2009 – June 2010*

#### Duties:

Environment and building design  
Character Design  
Storyboarding Cinematics

Employer: Pandemic Studios  
*June 2007 - February 2009*

#### Duties:

Storyboarding cinematics and creating Animatics using after-effects  
Character Design

Vehicle Design  
Environment and building design

Projects worked on:

Unannounced Project (Xbox 360, Playstation 3)  
Unannounced Project (Nintendo Wii)

## **Animator**

Employer - Pandemic Studios  
*March 2006 - June 2007*

Duties:

Animated Characters Performances in cinematics  
Animated Non-player characters for use in the game engine

Projects worked on:

Destroy All Humans 2! (Xbox, Ps2)  
Unannounced Project (Xbox 360, Playstation 3)

## **Environment Modeller**

Employer - Pandemic Studios  
*September 2005 - March 2006*

Duties:

Modelling Buildings and Props in 3d Studio Max

Projects worked on:

Destroy All Humans 2! (Xbox, Ps2)

## **In-between Animator**

Employer - Disney Toon Studios  
*January 2005 - September 2005*

Duties:

Drawing In-between frames for the animator's key poses following their rough drawings and maintaining volume and animation curves throughout the scene.

Projects worked on:

Bambi 2 (uncredited)  
Brother Bear 2

## **Animator, Modeller, Concept artist**

Employer - Fuzzyeyes Game Studio  
*March 2004 - December 2004*

Duties:

Animating a variety of Characters  
Concept Art  
Animating game cut scenes

# COMPUTER SKILLS

Adobe Photoshop  
3d Studio Max - Modelling and animation tools  
Maya -Animation tools  
Softimage Xsi - Animation tools  
Adobe Premier  
Adobe AfterEffects

## REFERENCES:

### *Work Referees:*

Milenko Tunjic (Senior Concept Artist, Pandemic Studios)

[kreozot@tpg.com.au](mailto:kreozot@tpg.com.au)

Mobile:

0411765136

Home phone:

(07) 33441723

Terry Lane (Art Director- DeBlob – Blue Tongue THQ)

[tlane@THQ.com](mailto:tlane@THQ.com)

### *University Referees:*

John Eyley (Senior Lecturer, Animation, Queensland College of Art)

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