

KELVIN CHOW KIEN WEI

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Mobile : +6012 9326 331 (Malaysia)
Born : 1980, Malaysian Chinese(Kuala Lumpur)
Spoken and Written Languages : English, Mandarin and Cantonese

OBJECTIVE

I am a passionate Lead Character Animator / CG Generalist. I've been involved in CG industry for almost 10 years since I graduated from Diploma in Digital Animation. I've work and experienced both Animation Series and Broadcast Television.

My objective is to obtain employment in the industry of ANIMATED FEATURE FILMS and more specifically in the animating part of a production.

I've been specialized in key framing animation where I find myself most confidently performing. I am also constantly participating in the compositing and editing stage of a movie production, I believe this is another strength of mine.

I am currently base in CG education industry in Malaysia. I am working as an animation course lead who oversees animation course development. I've gained the valuable experience when guiding junior in producing animation. Working as an educator, I've learnt the importance of classroom and production management; therefore I have a full set of effective coaching material for junior animator.

I never stop to develop my animation skills through joining online animation competition. I've even enrolled myself to the Animation Mentor Online School to enhance my knowledge and animation skills in Animal & Creature Animation.

WORK EXPERIENCE

2009 - Present **The One Academy of Communication Design (Malaysia)**

Digital Animation Department

Senior Animator / Animation Course Lead / Producer of Animation Production

- Majoring in Animation Production. Overseeing the development for Animation Courses.
- Work with student in producing their Final Project – Animation Short Film.

- **Buddha Short Film (Charity Short Film)**
Responsibility : 3D Previs / 3D Layout

2008 - 2009 Huhu Studios (New Zealand)

Character Animator

- **Angel Wars (DVD Series)**
Responsibility : Animating
Client : TELESTORYTOONS
- **VeggieTales (DVD Series)**
Responsibility : Animating
Client : BIG IDEA INC.
- **Turbo Dogs (TV Series)**
Responsibility : Animating
Client : CCI ENTERTAINMENT LTD (RELEASED FROM QUBO CHANNEL)

2006 - 2007 Omens Studios (Malaysia)

Lead Character Animator / Lead CG Generalist

- **GONG ONLINE GAME (Cinematic)**
Responsibility : Major in animating. Oversee and assisting in modeling, texturing, cloth / hair simulation, lighting, rendering, compositing.
Client : TOSE PRODUCTIONS
- **MEDAL OF HONOR : AIRBORNE (Video Game)**
Responsibility : Animating, oversee and assisting team-mates' animations.
Client : ELECTRONIC ARTS
- **HOOPER (TV Series)**
Responsibility : Animating, oversee and assisting team-mates' animations.
Client : PBS KIDS TV SERIES
- **IMAGINEX (Opening Sequence)**
Responsibility : Major in Animating. Oversee and assisting in modeling, texturing, rigging, lighting, rendering, compositing.
Client : IMAGINEX SOUND STUDIOS
- **TRAPPED (TRAILER)**
Responsibility : Animating
Client : OMENS STUDIOS PRODUCTIONS

2005 - 2006

Flystudios (Malaysia)

Lead Character Animator / Lead CG Generalist

- **F&N GOTCHA ICE CREAM (TV Commercial)**
Responsibility : Modeling, animating, lighting, rendering
Client : F&N
- **SITI MALAYSIA (Tourism Introduction Video)**
Responsibility : Modeling, texturing, rigging, animating, lighting, rendering.
Client : MALAYSIA TOURISM DEPT.
- **JACK N JILL SEA CRUNCH / JIGS / CREAM O (TV Commercial)**
Responsibility : Major in Animating. Oversee and assisting in modeling, texturing, rigging, lighting, rendering, compositing.
Client : JACK N JILL
- **SITI MALASIA (TV Breaker)**
Responsibility : Animating.
Client : MALAYSIA TOURISM DEPT.
- **PARACHUTE HAIR CREAM TREATMENT (TV Commercial)**
Responsibility : Major in Animating. Oversee and assisting in modeling, texturing, rigging, lighting, rendering, compositing.
Client : PARACHUTE
- **DUNHILL (New Product Introduction Video)**
Responsibility : Major in Animating. Oversee and assisting in modeling, texturing, rigging, lighting, rendering, compositing.
Client : DUNHILL

EDUCATION

ANIMATION MENTOR ONLINE SCHOOL (2012 September - 2013 April)

Animal & Creature Animation Master Class

- Class 01 – Introduction to Animal And Creature Animation
 - Mentor: Alison Sanders
- Class 02 – Advance Creature Production
 - Mentor: Jean-Denis Haas

DYSLEXIA AWARENESS TRAINING (18th – 19th April 2013)

by HILARY CRAIG - Learning Difficulties Consultant (B.A., B.Ed, M.Ed.)

BASIC COURSE IN SIGNIFICANT TEACHING AND LEARNING IN TERTIARY EDUCATION (2nd January – 8th February 2013)
by Professor Dr. Omar Abdull Kareem

ADVANCED PROFESSIONAL ANIMATION SEMINAR (6th – 8th December 2011)
by Shawn Kelly & Carlos Baena

THE ONE ACADEMY OF COMMUNICATION DESIGN, MALAYSIA (2000 - 2002)
Advanced Diploma in Digital Animation Majoring

SOFTWARE SKILL / TOOLS

3D skills : Autodesk Maya, Motion Builder, 3D Studio Max (Animation), Autodesk Matchmover,

Shave and A Hair Cut, Hair Simulation in Maya

2D skills : Adobe Photoshop, Adobe Illustrator, Adobe Flash

Compositing : Adobe After Effects, Adobe Premier Pro

INDUSTRIES REFERENCE

Peter Monga

Position : Lead Animator. Huhu Studios (New Zealand)

Mobile : +64 21 110 6858

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Myke Sutherland

Position : Animation Director. Huhu Studios (New Zealand)

Mobile : +64 21 269 7999

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Bill Boyce

Position : Producer / Layout Supervisor. Huhu Studios (New Zealand)

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