

TAN TECK WENG

211 / 68 LA TROBE STREET
MELBOURNE VIC 3000
AUSTRALIA

MOBILE: 04 221 04226

EMAIL: TIKI@IINET.NET.AU

WEBSITE: [HTTP://WWW.TANTECKWENG.COM](http://WWW.TANTECKWENG.COM)

CAREER OBJECTIVES

To apply and develop my creative skills in challenging and rewarding roles, and to work in a team environment of similarly dedicated people.

EMPLOYMENT HISTORY

10Fold 2011

Intern. Website, logo and print design, Flash animation, illustration.

Saltree Creative

Package artwork, promotional illustration.

Junglecat Films 2009–2010

Environment concept art, background art, 3D modelling.

Zactoons 2008

Flash animation from thumbnails and scripts.
Creation of animation rigs from model sheets.

ZZ Productions 2007–09

Production of storyboards from scripts and thumbnails for public service and advertisements, incorporating 2D hand drawn and 3D modelled elements.

Blue Stone Films 2007

Advertising storyboards.

Raging Pixel 2006

Concept art and storyboarding.

Excalibur Productions 2006

Lead Artist/Animator. Film direction, project scheduling, day to day management of animation and art crew. Animation, modelling, lighting, compositing green screen and CGI, storyboarding, colour tests, deliverables compilation.

Film and Television Institute 2005–2006

Sessional lecturer. Teaching of Flash animation techniques and general animated film production in the Diploma level and short course programs.

Bienalle of Electronics Art Perth 2003–2004

Website development. Developing the visual look and managing the content for the Bienalle's website.

Perth Institute of Contemporary Art 2002–2004

Docent. Providing visitors with information about artworks. Ensure safety of visitors and artworks on site.

EDUCATION/QUALIFICATIONS

2010 Cert IV in Graphic Design, Shillington College, Melbourne.

2004 Diploma of Animation, Film and Television Institute, Fremantle.

2002 Bachelor of Arts(Hons.), Curtin University of Technology, Perth.

Short Courses

Matte Painting, CGWorkshops

Fume FX–Hollywood Digital Pyrotechnics, CGWorkshops

Character Modelling, CGWorkshops.

Movement for Animators, Film and Television Institute

Voice Acting for Animators, Film and Television Institute

PERSONAL

Film Skills

Production process, managing productions schedules, animation, storyboarding, scriptwriting.

Programs:

Design: Indesign

3D: 3D Studio Max, Maya, Motionbuilder, Zbrush

2D: Corel Painter, Photoshop, Illustrator, Flash

Compositing: After Effects, Combustion

Art:

Illustration, design, sculpting, painting, life drawing, model making.

Interests:

Illustration, design, contemporary art, fitness, game design, music, nature, LEGO collecting, comics, books.

Professional Associations:

ScreenHub, AGDA