

Victor Wong

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Desired Position

- 3D Environment Artist, 2D Illustrator, Casual Game Assets or UI Designer for video game or multimedia company
- Available for full-time or contractor position

Summary

- 12+ years of professional experience working in interactive design, such as Flash-based online games, casual video games and websites
- Passion and enthusiasm for graphic and game design, user-interface design, and illustrations. Strong attention to details
- Ability to manage the concept, production, and delivery of complex design projects from inception to completion with limited supervision
- Ability to communicate and maintain consistent and compelling visual style
- Ability to multi-task in a fast-paced environment and develop and adhere to requirements
- Experience leading and mentoring small team of designers
- Post-Grad Certificate in Game Arts and Animation, versatile in 2D & 3D
- Experienced in:

3D Studio Max	Photoshop	Illustrator	zBrush
Flash	Dreamweaver	HTML / CSS	InDesign

Relevant Work History

Jun 2010 – Aug 2010 3D Environment Artist
Bedlam Games

- Projects included modeling and texturing game assets and setting up shaders in Unreal Game Editor

Aug 2008 – Jun 2010 Independent Contractor
Clients included 9 Track Mind, AJB Software Inc, Dark Matter Inc, Gameworkz

- Projects included logo design, cell phone icon illustrations and app UI design, website design, company brochure and datasheets design

Jun 2006 – Aug 2007 Art Director
Gameworkz Co. Ltd. Toronto, Ontario

- Projects included designing and building bingo websites, updating Flash-based bingo and casino games
- Created and built web-based promotions, e-mailers, both Flash-based and animated gif banners for media buying specialist
- Ensured art direction stay focused throughout projects & product brandings by creating graphics assets and communicating concepts to art team
- Led and mentored other designers to enable effective execution of projects

Jun 2005 – Jun 2006 Independent Contractor
Clients Included EA Games, Pop Cap Games, AJB Software, Bitrouter Inc., PixelStorm Games

- Casual game projects included designing and creating game assets such as illustrations, icons, logos and user-interface
- Corporate projects included designing websites, logos and datasheets

Education

Dec 2002 – Jun 2005 Lead Multimedia Designer
Radium Entertainment Ltd. Toronto, Ontario

- Designed on-line bingo games and popular casino games and collaborated with back-end developers and programmers to enrich playability
- Created mascot characters to help brand recognition

Mar 1999 – Jun 2002 Graphic Designer
SNAP2 Corp. Des Moines, Iowa (Toronto office)

- Helped company reach a significantly bigger market share in the in-flight video game business by designing and creating over 10 casual video games in 2 years.
- Designed games for easy localization into different languages.
- Expanded company product line by creating web-based in-flight electronic travel magazine demo
- Designed user-interface for TV Internet set-top box applications. Ensured TV application design guidelines were met

Jan 1998 – Mar 1999 Game Designer
Gametronics Co. Ltd. Toronto, Ontario

- Designed various video lottery terminal slot games (VLT) to appeal to players of different demographic ranges.
- Created user-interface, splash screens, icons, 3D objects for video game projects, and prepared documentation of in-game events for programmers
- Specialized in creating slots game icons and video game cabinet casing exterior glass artwork

Post-graduate Certificate in Video Game Arts and Animation, Apr 2010 (High Honors)
Seneca @ York, Toronto, Ontario

Computer Graphics (Imagery), Apr 97 (High Honors)
Seneca College of Communication Arts, North York, Ontario

B. Math. Hons. (Computer Science & Information Systems), May 95
University of Waterloo, Waterloo, Ontario