

### Experience

<b>3dsense Media School, Singapore</b> <b>Animator</b> <ul style="list-style-type: none"><li>• Supervising student productions</li><li>• Training Junior CG artists</li></ul>	<b>April 2008 – Present</b> <i>(2 year)</i>
<b>3dsense Media School, Singapore</b> <b>Instructor (Part-time)</b> <ul style="list-style-type: none"><li>• Taught film making pipeline, basic modeling and animating tools</li></ul>	<b>April 2007 – Mar 2008</b> <i>(1 year)</i>
<b>Boonty Asia Pte Ltd, Singapore</b> <b>Animator</b> <ul style="list-style-type: none"><li>• Animator on game avatars for Nickelodeon</li><li>• Oversea attachment to Boonty Beijing (2 months)</li></ul>	<b>Dec 2006 – Mar 2008</b> <i>(1 year 4 months)</i>

### Education

<b>Animationmentor.com, United States</b> Diploma in Advance Studies in Character Animation	<b>2008 – 2010</b>
<b>3dsense Media School, Singapore</b> Diploma in Digital Visual Effects and Animation	<b>2005 - 2006</b>
<b>Temasek Polytechnic (TP), Singapore</b> Diploma in Electronics	<b>1999 - 2002</b>

### Software

- Autodesk Maya, 3ds Max
- Adobe Photoshop, Premiere