Michelle Ong

3D ARTIST

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(e-Portfolio)
➤ mottw.weebly.com

PROFILE

Hello! I'm a creative and reliable 3D artist with more than 4 years of professional experience. Open to any interesting opportunities in 3D and or design.

EDUCATION

Diploma in Animation

Nanyang Polytechnic

School of Interactive and Digital Media

2014 - 2017

SOFTWARE SKILLS

Proficient

- Maya
- Photoshop
- Illustrator
- Substance Painter

Intermediate

- Premiere Pro
- After Effects

Beginner

- Blender

LANGUAGES

English

Written and spoken

Chinese

Spoken

WORK EXPERIENCE

Mixed Reality Artist

HelloHolo by Axension Studios LLP | Mar 2020 - Present

- Worked closely with team of artists, developers, and product owners to create AR/VR applications on mobile and Microsoft Hololens.

- Maintained a consistent level of productivity while meeting deadlines and producing high quality work from design concepts to final assets.

- Created 3D assets, rigged, and animated them with Maya. Textured assets with Substance Painter and Photoshop. Delivered files according to developer specifications.

3D Generalist

Masonry Studios Pte. Ltd. | Sep 2017 - Sep 2019

- Worked closely with team of artists, directors, and producers to create high quality animations and visual effects for various commercials, and tv broadcasts.

- Improved artistic ability across multiple CG disciplines including modelling, texturing, rigging, animation, lighting and compositing.

- Created 3D assets, textured, rigged and animated them in Maya. Lighted and rendered scenes with V-Ray. Composited rendered scenes using Nuke.

2D Artist | Contract

Infinito Games Pte. Ltd. | Jun 2017 - Aug 2017

Intern

CraveFX Pte. Ltd. | Mar 2016 - May 2016