

# THEODORE FUNG

Online Demoreel  
<https://vimeo.com/82356978>

## SUMMARY

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I am an animator possessing relevant skills in 2D and 3D animation as well as postproduction techniques.

## EXPERIENCE

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### SPARKY ANIMATION

2013

#### Animator (Freelance)

- Worked as an animator on the second season of *Doc McStuffins*, an animated preschool children's television series, created and produced by Humanitas Prize and Emmy Award winner Chris Nee and currently airing on Disney Channel and Disney Junior.

### MIT-GAMBIT GAME LAB, Cambridge, MA

2011

#### Game Artist

- Worked as game artist on *Stranded In Singapore*, an experimental online point-and-click adventure game with procedurally generated puzzles.
- Actively involved in creating various concepts for characters, user interface and narrative during pre-production.
- In charge of all aspects of animation, including the main character idle/walk cycles and background animations, as well as the creation of various object assets.

### Nanyang Technological University, Singapore

2010

#### Cleanup Artist/Keyframe Animator

- Mentored by Prof. Mark Chavez, a renowned animator and modeler who has worked on films like *The Chronicles of Narnia* and Dreamworks' *Prince of Egypt*, on an experimental interactive real time animation using the Unreal engine.
- Worked as a cleanup artist and character animator for motion capture data.
- Ensured that the animation from the mocap actors was imported properly, and that the resultant animation cycles moved smoothly and realistically on-screen.

## AWARDS

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### Best Short Film, Elements 3+,

#### 42<sup>nd</sup> GIFFONI FILM FESTIVAL, Campania, Italy

2012

- The Giffoni International Film Festival is one of the largest children's film festivals in the world.

### Semifinalist, 2012, ADOBE DESIGN ACHIEVEMENT AWARDS

2012

- A global competition by Adobe Systems Incorporated showcasing student work in converging technology and the creative arts.

### 2<sup>nd</sup> Prize, Student Category,

#### 14<sup>th</sup> TBS DIGICON6 REGIONAL AWARDS, Singapore

2012

- An animation competition organized by Tokyo Broadcasting System Television, Inc, for seeking and recognizing talented creators throughout Asia.

## EDUCATION

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### ACADEMY OF ART UNIVERSITY

*Master of Fine Art (MFA) in Game Design (Animation Track)*

San Francisco, CA  
Jan 2012 – Present

### NANYANG TECHNOLOGY UNIVERSITY

*Bachelor of Fine Art (BFA) with Honors in Digital Animation*

Singapore  
2011