

Curriculum Vitae

Personal information

Name: Timothy Ying Kit Kong

Address

11 Foxley Grove
Gains Park
Shrewsbury
Shropshire
SY3 5DF
United Kingdom

Nationality: British Chinese

Driving License: Full and clean

Health: non-smoker

Home Telephone Number: 01743271480

Contact Number: 07769752411

E-mail: Yingwei.kong@gmail.com

Website: <http://timkongart.com>

Personal Profile

I am easy to work with and highly adaptable to any working environment, I listen to any feedback and critique to help provide the vision the client or team is looking for.

I have a good understanding of industry requirements and standards.

Able to change my art style depending on the project.

I'm quite curious about the world in general and will observe and study anything that catches my interest.

Skills

Core skills

- Photoshop
- 3DS max
- Zbrush

Other skills

- CTP Animation package
- Modo
- Animation with Max

Education

2007-2011 BA Computer Games Art

1st Class Honours

2005-2007 Shrewsbury Sixth Form College

Three A levels - Computer (D), Product Design (B), Mathematics (B)

One AS levels - Electronics (B)

2000-2005 Priory School, Shrewsbury, Shropshire

Eight GCSEs at grades A-B including english, mathematics, double ICT

Double award science and art

Work experience

June 2009- April 2010

*Senior Artist -Assyria Game studios, Middlesbrough
Placement Year*

I provided concept work and marketing illustrations for various Iphone titles. I animated a majority of the in game sprites in both 2D and 3D. I also worked as part of a rapid prototype team for a large platform holder for three months, I had to produce concepts and in game artwork within tight deadlines. I learned how to adapt to scrum and Kanban project management.

June – July 2008

*Assistant Graphic Designer- MT Electronics, Birmingham
Summer Job*

I designed leaflets, posters and advertisements for various computer electronic products,

October 2010 – May 2010

*Animator and concept artist – Games development project
Final Year module*

I worked with a team of 14 students to create a 2D side scrolling platform game. We using 3D assets converted to animated sprites. I provided environmental concepts and moodboards for our modellers, I animated half the characters using 3DS max which was then converted to rendered sprites.

Other Interests

I enjoy various physical activities such as badminton, table tennis, Squash and biking.

Going out to the pub with friends,

I enjoy playing games of any genre.

I'm Interested in all forms of artwork from any age or culture.

Reference

Names of referees can be available upon request.