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Nicole (ManChing) Wong

2D / CG Animator

EDUCATION

Anticipated Spring 2025

Bachelor of Science in Entertainment Design – Animation Track

ArtCenter College of Design | Pasadena, California, USA

WORK EXPERIENCE

Concept Artist

Internship June-July, 2023

Puleiyi Games | Shenzhen, China

- Designed fantastic cartoon style aliens for the mobile simulation game, *Stellar Café*.
- Created 3D layout for *Stellar Café* game's interface that contributed to the storytelling in the game using Maya.
- Collaborated with the team and pitched a new hamster alien design series with potential gameplay idea for *Stellar Café* effectively.

COURSE PROJECTS

Layout Artist, CG Animator

Fall 2024/ Spring 2025

Dokkaebi | CG Short Film | ArtCenter College of Design

- Utilized cinematic knowledge to create CG layouts for Act 3 using Maya.
- Presenting vivid acting skill through stylized (cartoon-ish style) animation which enhanced the storytelling for the key moments in the short film.

Layout Artist, CG Animator

Spring 2025

Harry's Comet | CG Short Film | ArtCenter College of Design

- Utilized Maya to create cg layout with strong character poses that support the storytelling.
- Animated sequences of departure of the star and death of Harry showcasing acting skill while making sure the animation is stylized (stop-motion style) using Maya.

Director, Storyboard artist, 2D animator, Background artist

Fall 2023 /Spring 2024

Woolly Woes | 2D Short Film | ArtCenter College of Design

- Directed a small team to produce a two-minute animated short film in 2 semesters.
- Showcased appealing character design, storytelling skills, and creative ideas through traditional rubber-hose style animation..
- Organized, and supported the team as the director while ensuring the delivery of a polished reel meets the deadline at the end of the semester.

■ <https://youtu.be/eaVzsa0hDOM>

2D Animator

Spring 2022

Bomb Buddies | Mobile Game Project | University of Southern California

- Created cartoon-ish 2D character animations applied in the game effectively using Procreate.
- Collaborated with the USC game students and make sure every animations follow the art-bible provided and meets the deadline every week on time.

■ <https://youtu.be/OapWcauMIDc?si=OyBWe8IFw51LKWy3>

SKILLS

Software: Autodesk Maya, Toon Boom Harmony, Toon Boom Storyboard Pro, Procreate, ZBrush, Adobe Premiere Pro, Microsoft Office Suite, Unreal Engine

Languages: Mandarin (Native), Cantonese (Native), English (Fluent), Japanese (Fluent)

Design&Presentation: Contextual Design research, Concept Art, illustration, Storyboard, Modeling, Toy Design, Producing