

Tee Jin Liang

Born 28th April, 1985.

Malaysian.

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What differs me as just another animator would be my experience and knowledge as a story artist and my deep interest in animation history, movies and cinematography. During my working experience in story boarding and as a previs artist, I learnt that an animated shot would just be as good as it is ~ a standalone shot. But with a better understanding of why the shot exists in context of the scene, camera angle and composition, I could refine my animation in a particular shot to enhance the overall storytelling of a scene. I constantly think about the continuity of the characters' emotions and actions depending on the specificity of scenes throughout the story.

Work Experience

Passion Republic

June 2010 — September 2010 (4 months)

www.passionrepublic.com

(Supervising Lead Animator)

- Supervising a team of animators teaching and nurturing them to be a more adaptable to drastic changes as well as understanding the purpose of animating a shot in context of a scene/sequence and not just shot centric.

Passion Republic

April 2010 — May 2010 (2 months)

www.passionrepublic.com

(Animator, Story Artist)

- Animated on game character cut scenes, layout and camera.
- In a team of 3, I helped developed a short story from a brief synopsis and ideas provided by the client, from story boarding to a fully fleshed out 2d animatic with precise action timing and camera angles as a clearer pitch to the client.

Devils Angels & Dating

March 2010 — current (5 months)

devilsangelsanddating.ning.com

(Part time Animator)

- I was invited to help out an international online animation team at Devils Angels & Dating, creating a short film directed by Michael Cawood. Animated on 2 character shots as well as helping out on abandoned and incomplete shots.

Self Studying

April 2009 — March 2010 (1 year)

marcustjl.blogspot.com

(Animator, Student)

- Saved enough to survive for a year without employment to self study and practice on 2D & 3D animation as well as studying up the history of animation and its different influences in countries and society during certain period of time.
- Studying movies and breaking them down shot for shot learning cinematography and how to string one shot to another evoking a certain mood or emotion to bring out the best performances and storytelling. Actively searching and watching underground, banned and less known animated films to get a better grasp of what the animation medium could do other than main stream animated media.
- Constant participation in www.11SecondClub.com, an active monthly online animation competition and forum. Highest achievement thus far is 6th place, twice (November'09, September'09).
- Enrolled myself in any Animation Master Classes, 3D Conferences and Online Webinars as well as visiting art galleries to expand my knowledge animation and other mediums of art form.
- Developing two personal short film projects in 2D and 3D.

Passion Republic

February 2007 — April 2009 (2 years 3 months)

www.passionrepublic.com

(3D Generalist, Story Artist)

- Helped the team in creating multiple in-house projects from Story to storyboarding, animatics, 3D modeling and final animation to be used as pitches and demos for the company at Game Developers Conference 2009. Passion Republic gained recognition.
- Story, storyboarding, 2d animatic and animation on multiple TV commercial projects.
- Worked on Kilat, a local cartoon TV series as an animator completing 20 seconds of animation daily quota. Learned to maintain animation quality with quantity.

Education

- **The One Academy of Communication Design (2004 — 2006)**
Diploma in Digital Animation
3D Major Representative Batch 2006
Assistant Secretary for Graduating Community Batch 2006

Seminars, Workshops & Talks

- **Kre8tif 2010 MSC Malaysia Digital Conference**
- **Shawn Kelly Animation Masterclass 2010**
- **CGOverdrive 2010**
Alex Woo ~ The Role of a Story Artist in Pixar
Alex Woo ~ Basics of Cinematography & Visual Story Telling
Melanie Beisswenger ~ Character Animation from 12 Principles to Advanced Concepts
- **International 3d Animation Masterclass 2009**
Kyle Balda ~ Animator (ILM, Pixar, Weta)
Phat Phoung ~ Set dresser (Pixar)
- **CGOverdrive 2009**
Victor Nevone ~ Animation Master Class (Pixar)
Jonathen Collins ~ Animation Master Class (Pixar)
- **CGOverdrive 2006**
General Conference

Honors & Awards

- **11SecondClub.com** (monthly animation competition)
Ranked 6th ~ November 2009 Entry.
Ranked 6th ~ September 2009 Entry.
Ranked 11th ~ May 2009 Entry.

Interests

- Animation, movies, art, design, cars, science & technology, philosophy, psychology, paranormal.