

# Joe Deng

Character Artist

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6629 Colborne ave.  
Burnaby, BC CANADA V5E 2N7  
[www.joedeng.com](http://www.joedeng.com)

chiu\_hua\_deng@hotmail.com  
cell: 778 319-8331

## Employment

**Freelance 3D Artist and Illustrator** Vancouver, Canada Nov '08 – Present

Modeling and texturing characters for outsourcing offer, illustrating horror fiction cover for various publishers, also wrote some tutorial for CG Magazine.

**Digimax Inc.** Taipei, Taiwan Dec '06 – Nov '08

– Character Modeler

Modeling main characters for company active future film projects base on the drawings from art department and do several tweaks to reach director's request.

## Project Title and Awards

Spiral (Sci-Fi short film) – Character Artist

Ghost Actor (Chinese horror fiction) – Cover Illustrator

Warhammer Rider (personal project) – 3DTotal Excellence Award at character gallery  
– CGArena Excellence Award 3D scenes gallery

Quantum Quest: A Cassini Space Odyssey – Presentation in Comic Con 2008

– Character Modeler

Heavy Duty - SIGGRAPH Computer Animation Festival 2008

– Character Modeler

Adventures in the NPM - Tokyo Anime Award 2008 - Open Entries Grand Prize

– Modeler

The Legend of The Sacred Stone II (unpublished)

– Pre-Vis animation character modeler

## Technical Skills

- Autodesk Maya
- Autodesk 3DS Max
- Adobe Photoshop
- Pixologic Zbrush
- Unity & UDK engine
- Mudbox
- Xnormal
- Bodypaint
- Adobe After Effects & Premiere
- Autodesk Combustion

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## Art Skills

- Exceptional illustration skills, using all mediums
- Fine Matte painting and digital painting skills
- Figure drawing
- Traditional oil painting
- Traditional sculpting
- Character design
- Create and illustrate Comic books

## Education

The Art Institute of Vancouver

Oct '04 - Jun '06

- Diploma in 3D Animation Art and Design

National Taiwan University of Arts, Taipei, Taiwan R.O.C

Sep '96 - Jun '00

- Bachelor Degree on Fine Art, major in oil painting

## Employment Objective

To obtain a digital artistic position in a productive environment that provides the opportunity to utilize my creative and technical skills.

## Qualifications

- Understanding the actual production pipeline
- Passionate, hard working and responsible employee
- Strong fine arts and sculpting ability
- Artistic sensibility and eye for detail
- Organized and adaptable
- Cooperative and productive team member

## Reference (Reference letters upon request)

Dan St. Pierre (Disney & DreamWorks)

- Director, Art director
- Popular movies: Tarzan (1999), The Lion King (1994), Shark Tale (2004), etc.

Teddy T. Yang (Disney & DreamWorks)

- CG supervisor
- Popular movies: Shark Tale (2004), Mission to Mars (2000), etc.

## Art Exhibition and Gallery Show

- Quantum Quest: A Cassini Space Odyssey, presentation in Comic Con 2008
- Art Institute of Vancouver 3D Animation program demo show 2006
- National Dr. Sun Yat-Sen Memorial Hall Art Gallery, Taipei Taiwan 2000  
Featured personal art works in oil painting