



Joe Deng

Senior Character Artist



Experienced Character Artist with 16+ years of experience in animation and game industry, 2 years experience as an Unreal Asset Supervisor. Currently a Character Artist in mobile game sector. Deep understanding of real-time game engine workflows. Highly organized, self-motivated and proficient. Strong problem solver and well communicate with related departments to ensure character assets meet artistic and technical quality within the deadlines. Seeking to utilize my creative, leadership and technical skills in next opportunity.  Surrey, BC, Canada joedeng.com 

Work Experience



Senior Character Artist • IGG Canada May 2023 - Present

- Create high-res and low-res in-game characters and finalize them in the Unity engine.
- Help develop character pipeline and achieve the best performance within the device limitations.



Modeling/ Surfacing Supervisor • Wildbrain Studios, Vancouver, Canada

Dec 2020 - Jan 2023



Lead Modeler • Wildbrain Studios, Vancouver, Canada

September 2019 - December 2020



Lead Modeler • DHX Media, Vancouver, Canada

October 2017 - September 2019



Modeler/ Senior Modeler • DHX Media, Vancouver, Canada

May 2015 - February 2017/ February 2017 - October 2017



Junior Modeler • Nerd Corps Entertainment, Vancouver, Canada

May 2014 - May 2015



3D Artist and Illustrator • Freelancer

November 2008 - May 2014



Character Modeler • Digimax Inc. Taipei, Taiwan

December 2006 - November 2008

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Technical Skills

- Maya
- Zbrush
- Substance Painter/ Designer
- Unreal Engine
- Mel/ Python/ Blueprint
- Maya/ Unreal material development
- Vray
- Photoshop
- Unity
- Character Creator
- Marmoset Toolbag
- Marvelous Designer
- Wrap 4D

Education



2004 - 2006

Art Institute of Vancouver

3D Animation Art and Design



1996 - 2000

National Taiwan University of Arts

Fine Arts

Projects and Awards

- Ninjago • LEGO Unreleased Series • Modeling/Surfacing Supervisor
- Ninjago • Season 15: Crystalized • Modeling/Surfacing Supervisor
- Blaze and the Monster Machines • Season2 to Season6 • Lead Modeler
- The Deep • Season 1 • Modeler/ Surfacer/ Rigger
- Monster High: Boo York • Modeler/ Surfacer/ Rigger
- Spiral (Sci-Fi short film) • 3D 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 • Comic Con 2008 • Character Modeler
- Heavy Duty • SIGGRAPH 2008 • Character Modeler
- Adventures in the NPM • Grand Prize in Tokyo Anime Award 2008 • Modeler