

Joe Deng

Modeling/ Surfacing Supervisor



Experienced asset supervisor with 16+ years of experience in animation industry, 2 years experience working in Vray/ Unreal pipeline as an asset supervisor. Highly organized, self-motivated and proficient. Strong problem solver and well communicate with design, rigging, animation, lighting, FX and production to make sure assets meet departments need as well as reach 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



Modeling/ Surfacing Supervisor • Wildbrain Studios, Vancouver, Canada

December 2020 - Present



Lead Modeler • Wildbrain Studios, Vancouver, Canada

September 2019 - December 2020



Lead Modeler • DHX Media, Vancouver, Canada

October 2017 - September 2019



Senior Modeler • DHX Media, Vancouver, Canada

February 2017 - October 2017



Modeler • DHX Media, Vancouver, Canada

May 2015 - February 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

- Autodesk Maya
- Unreal Engine
- Mel/ Python/ Blueprint
- Maya/ Unreal material development
- Substance Painter/ Designer
- Vray
- Pixologic Zbrush
- Adobe Photoshop

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