

# Ng Wei Meng

## About me

I have worked on a variety of projects and pipelines, such as television series and games. I enjoy the creative process where i work with a team that feeds off each other's energies to ensure we create the optimal result we can. I was educated as a generalist, and with my experience, i have a good understanding of the roles, time and effort needed in the creative process.

## Contact

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Contact Number

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Portfolio

dylanngwm.wixsite.com/portfolio

LinkedIn

www.linkedin.com/in/WMNG

## Skillset

- Maya
- 3DSMax
- Unreal Engine
- Photoshop
- Substance Painter
- Microsoft Excel
- After Effects

## Work Experience

### IFun Games(Animator)

Jan 2023 - Sep 2023

Animations for Final Five, and Unannounced project.

- Animated game cycles and marketing materials
- Established personalities and animated cycles for unannounced Project.

### Tiny Island (Junior Animator)

Apr 2020 - Jan 2023

Animations for Gabby's Dollhouse, Deer Squad, Curses!

- Animated based on provided storyboards in the established style.
- Set up scenes and animated from rough animatics for some series.

### Raffles Design Institute(Adjunct Lecturer)

2022

- Came up with a curriculum and assignments to teach for Diploma and Adv. Diploma level.
- Set up weekly reviews to help guide and correct students
- Adjusted assignment requirements to better help struggling students.

### Mixed Realms (Freelance)

2020

Animated Game cycles for Hellsweeper VR

- Had to decide and animate the personalities of the characters based on the models given.

### Finding Pictures (Intern)

2020

Interned as a 3D Generalist focusing on rigging for a short film

- Rigged and skinned all characters in Maya
- Generated character designs with Director
- Created unorthodox rigs to simulate paper characters for stop motion with mostly warp deformers.

## Education

### Animation Mentor

2020

### Digipen, Institute of Technology

2016-2020

Bachelor of Fine Arts in Digital Art and Animation

### Singapore Polytechnic

2010-2014

Diploma in Games Design and Development