

ZERLINE JADE

CONCEPT ARTIST & ANIMATOR

ABOUT ME

INSPIRED. CREATIVE. AMBIVERT

AN INSPIRING CONCEPT ARTIST & ANIMATOR. A LOVE FOR CREATING WONDER AND EMULATING A SENSE OF SERENDIPITY IN ARTWORK & FINDING THE JOY TO SEEK AND DISCOVER STORIES IN EVERY WORK.

PROJECT & WORK EXPERIENCE

BANDWAGON, FINAL YEAR PROJECT, NTU

AUG 2019 - MAY 2020

PRODUCER / MANAGER

LEAD TEAM INTO PRODUCING 3-4 MIN CG ANIMATED SOCIAL COMMENTARY FILM, "BANDWAGON"

CONDUCTED AND HANDLED TEAM'S PRODUCTION SCHEDULE

DURING PRE-PRODUCTION,

IN CHARGE OF CHARACTER DESIGN & PROP DESIGN, EXPOSED TO DRAWING FOR STORYBOARD & ANIMATIC

DURING PRODUCTION,

IN CHARGE OF CHARACTER MODELLING & RIGGING, CG ANIMATION & 2D ANIMATION, LIGHTING, RENDERING FOR FILM

DURING POST-PRODUCTION,

IN CHARGE OF VIDEO EDITING

INTERN, HAN PRODUCTIONS

MAY 2019 - JULY 2019

ASSIST IN PRE-PRODUCTIONS, ON SET & POST PRODUCTIONS; IN CHARGE OF GRAPHIC DESIGN, STORYBOARDING, VIDEO EDITING, AND RELEVANT PROJECT RESEARCH.

ASSIST IN SET COORDINATION, RESEARCH & PRE-PRODUCTION FOR VIDEO STREAMING PROVIDER, VIU.

ASSIST IN STORYBOARDING FOR ADVERTISING FOR JAPAN SKINCARE BRAND, SENKA

INTERN, TRIBE STUDIOS PTE LTD

FEB 2015 - SEP 2015

IN CHARGE OF GRAPHIC DESIGN, USER INTERFACE (UI), ENVIRONMENT DESIGNS, CHARACTER DESIGNS, ANIMATION AND OTHER GAME ART ASSETS & GAME LEVEL ENTITIES FOR A CLIENT'S MOBILE APPLICATION GAME.

IN CHARGE OF DESIGN AND USER INTERFACE (UI) IN A MOBILE APPLICATION GAME.

CONTACTS



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IMZERLINEJADE.WIXSITE.COM/PORTFOLIO

EDUCATION

ANDERSON PRIMARY SCHOOL

2002 - 2007

YIO CHU KANG SECONDARY SCHOOL

2008 - 2012

SINGAPORE POLYTECHNIC

DIPLOMA IN DIGITAL ANIMATION

2012 - 2016

NANYANG TECHNOLOGICAL UNIVERSITY

B.A. OF FINE ARTS IN DIGITAL ANIMATION

2016 - 2020

LANGUAGE

ENGLISH ● ● ● ● ●
TAGALOG ● ● ● ○ ○
MANDARIN ● ● ○ ○ ○



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REFERENCE

REFERENCES WILL BE
GIVEN UPON REQUEST

PROJECT & WORK EXPERIENCE

HELLO NEIGHBOUR, FINAL YEAR PROJECT, SINGAPORE POLY
SEP 2015 - APR 2016

ART DIRECTOR

DIRECTED TEAM INTO VISUALIZING AND PRODUCING 3 MIN CG ANIMATED
FILM, "HELLO NEIGHBOUR"

DURING PRE-PRODUCTION,

IN CHARGE OF CHARACTER DESIGN & ENVIRONMENT DESIGN, ASSISTED
IN DRAWING FOR STORYBOARD & ANIMATIC

DURING PRODUCTION,

IN CHARGE OF CHARACTER MODELLING & RIGGING, CG ANIMATION,
LIGHTING, RENDERING FOR FILM

SKILL SET

DRAWING

TRADITIONAL DRAWING MEDIUMS USED CHARCOAL, WATERCOLOR,
GRAPHITE, PENCIL, COLOR PENCIL,
DIGITAL DRAWING: L MEDIUMS USING ADOBE PHOTOSHOP

ANIMATION

2D ANIMATION USING ADOBE PHOTOSHOP., KRITA, TV PAINT
STOP MOTION USING DRAGONFRAME
3D ANIMATION USING AUTODESK MAYA

3D PRODUCTION

3D MODELLING USING AUTODESK MAYA AND ZBRUSH
3D TEXTURING USING ADOBE PHOTOSHOP AND AUTODESK MAYA
3D RIGGING USING AUTODESK MAYA
3D LIGHTING USING NUKE AND AUTODESK MAYA

VIDEO EDITING & COMPOSITING

POST-PRODUCTION EDITING USING ADOBE PREMIERE PRO & AFTER EFFECTS

OTHER SKILL PROFICIENCY

GAMING SOFTWARE USING UNREAL ENGINE
MICROSOFT WORD, MICROSOFT POWERPOINT, MICROSOFT EXCEL
DESIGN IN ADOBE INDESIGN, ILLUSTRATOR PHOTOSHOP



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OTHER EXPERIENCES

'SGBTSFEST', LOCAL ART EVENT
FEB 2019 - JUNE 2019, FEB 2020 - ONGOING

ORGANIZER/ COORDINATOR
COORDINATED A NON-PROFIT LOCAL ART EVENT: AN EXHIBITION &
ARTIST ALLEY FOR YOUNG ARTISTS
IN CHARGE OF MANAGING SCHEDULE AND FINANCIAL BUDGETING,
COORDINATING SOCIAL MEDIA AND GRAPHIC DESIGN

RE-ENACTMENT PLAY OF 'MULAN', NCC YOUTH CAMP
FEB 2019 - JUNE 2019

DIRECTOR
DIRECTED A LARGE GROUP OF INDIVIDUALS IN RENACTING A SKIT BY
LEADING A VISUAL MEDIA TEAM, PROPS TEAM, STYLIST TEAM,
CHOREOGRAPHER TEAM, ACTING TEAM, ETC

EXPOSED TO STAGE SET-UP, SOUND & LIGHTING