

CAROL LENG

3D Animator
Story Artist

ABOUT ME

Character Animator with a solid background in both illustration and animation. A passionate artist and a consistent deliverer who will not shy away from challenges.

Highly adept in language with a strong penchant for visual narratives. Versatile in different illustration styles and mediums.

CONTACT

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<https://carollengjy.myportfolio.com>

<https://vimeo.com/carolleng>

https://instagram.com/heyr_/

SKILLS

Photoshop	Illustrator
Autodesk Maya	Storyboard Pro
Motionbuilder	Vicon Blade
Rokoko	ZBrush
Procreate	Premier Pro
After Effects	

EDUCATION

NANYANG TECHNOLOGICAL UNIVERSITY SCHOOL OF ART, MEDIA AND DESIGN

Bachelor of Fine Arts (Animation) 2016 - 2020

CHONGQING UNIVERSITY 重庆大学, CHINA

Winter Exchange Programme 2019

SUNGKYUNKWAN UNIVERSITY, KOREA

Summer Exchange Programme 2019

TEMASEK JUNIOR COLLEGE

GCSE "A" Level & Integrated Programme 2012 - 2015

Symphonic Band Sectional Leader (2014 - 2015)

Committee Head of Design of Integrated Programme Student Council (2012-2013)

WORK EXPERIENCE

FINAL YEAR PROJECT

NANYANG TECHNOLOGICAL UNIVERSITY 2019-2020

Lead Storyboard Artist, Animation and Motion Capture Director of "UNEARTHLY", a 3D CGI Film

- Responsible for coordinating and providing timely, thorough feedback to fellow animators.
- Directed motion capture actors and spearheaded motion capture clean up for integration with keyframe animation.
- Established layouts, animation style and acting choices throughout project to achieve visual consistency.
- Tested different animation softwares, tools and methods before deployment, as well as troubleshooting issues that surface to develop a cross-functional animation pipeline between programmes.

FREELANCE GRAPHIC DESIGNER 2016-2018

Worked closely with IT ventures Neuro10 and Infosim to ensure that company's products, services and visions are communicated in a creative, graphical fashion.

- Researched on current graphical trends to develop designs.
- Used Adobe Photoshop, Illustrator and Pages to create sales pitch powerpoints and sales guides.
- Used Adobe Photoshop and Illustrator to design a large scale (1.5m x 1.5m) illustration for Neuro10's booth at Echelon Asia Summit 2018.

ANIMATION RESEARCH WORKSTUDY

NANYANG TECHNOLOGICAL UNIVERSITY 2018

Assisted Professor Bernhard Johannes Schmitt in constructing, assembling and painting models for a stopmotion research animation short.

GAME DEVELOPMENT INTERN

*A*STAR INSTITUTE FOR INFOCOMM RESEARCH 2014*

Collaborated with in-house researchers on gamification of a Brain Computer Interface (BCI) for children with Attention Defecit Hyperactivity Disorder (ADHD).

- Designed game assets such as orthographic character and environment sprites.
- Coded a simple point and click interface for certain in-game actions.

VOLUNTEER EXPERIENCE

SIGGRAPH ASIA 2019

STUDENT VOLUNTEER

Provided general assistance.

- Assisted exhibitors in demonstrating Art/AR/VR/XR/ works.
- Handle inquiries, feedback and badge monitoring.

ART STAGE SINGAPORE 2014

FAIR GROUND ASSISTANT

Assisted in handling queries regarding artworks on fair ground.

AWARDS

NOISE SINGAPORE FESTIVAL 2016

"PARA[X2]GM SHIFT"

Exhibited graphic illustration work "Para[x2]gm Shift" at Singapore's largest youth art festival

PASSIONARTS FESTIVAL, KALEIDOSCOPE 2, 2015

BEST GROUND-UP INITIATIVE AWARD

Awarded as one of the leading mural artists for the festival

THE QUEEN'S ROYAL COMMONWEALTH ESSAY COMPETITION 2013

GOLD AWARD

Awarded for Sci-Fi narrative based on the theme "To Boldy Go"