



ONG SHU YI

Visual development & Concept artist

Coming from a background in **digital animation**, I found more interest in preproduction work. I am passionate about bringing characters and worlds to life through the **visual development** and **concept art** process. I am a strong team player with effective communication skills and a willingness to learn.

PERSONAL INFO:

Name: Ong Shu Yi
Date of Birth: 10 Feb 1997
Nationality: Singaporean
Languages: English, Mandarin Chinese

CONTACT DETAILS:

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SOFTWARE PROFICIENCY:

Procreate ----- ●●●●●●
Adobe Photoshop ----- ●●●●●●
Adobe Premiere Pro --- ●●●●●●
Adobe After Effects ----- ●●●●●●
Dragonframe ----- ●●●●●●
Toon Boom Harmony - ●●●●●●
Toon Boom Storyboard ●●●●●●
Adobe Illustrator ----- ●●●●●●
Autodesk Maya ----- ●●●●●●
Pro Tools ----- ●●●●●●
Adobe Lightroom ----- ●●●●●●

PROJECTS/EXPERIENCE:

Aug19 - Aug20

Final Year Project - "A Chameleon's Story"

Led the visual development and concept art in this pairwork 2D animated film.

2019 - current

Freelance Illustrator

Nov19 - Dec19

Assistant at Artify Studios

Guided and taught acrylic painting.

Aug19 - Nov19

NTU Windsurfing Club Publicity Committee Member

Headed the videography and editing of promotional videos, as well as designing of club merchandise.

Sep18 - Feb19

NEation! 2019 Digital Animation Competition

Worked in a team to create a motion graphic on phishing scams and as awarded the 2nd Runner Up Team (Youth Category).

Aug16 - Apr18

NTU-USP Publicity Committee Member

In charge of creating collateral and handling the photography for club events.

Mar16 - Jun16

Branding and Publicity Internship at the Ministry of Social and Family Development (MSF)

Designed collateral and graphics for the Human Resource department, mainly for the annual Long Service Awards Ceremony and Human Resource Portal.

EDUCATION:

2016 - current

Enrolled and awarded a scholarship under the Nanyang Technological University - University Scholars Programme (NTU-USP). Pursuing a Bachelor of Fine Arts (Digital Animation) at Nanyang Technological University's School of Art, Design and Media.

Jul18 - Nov18

Exchange programme at the Royal Melbourne Institute of Technology (Melbourne, Australia)

2010 - 2015

6-year Integrated Program (IP) at Dunman High School.

Awarded "Top in H2 Art" in 2014.

Achieved 5 distinctions in the 2015 GCE 'A' Level Examinations.

LEADERSHIP:

- Captain of Crescent Hall Badminton Team (2019-2020)
- Vice-Captain of Dunman High School Badminton Team (2010 - 2015)

COMMUNITY WORK:

- Mural painting for Clementi Student Care Center (2019)
- Spring-cleaning for elderly residents under CDC's SilverHomes programme in Lengkok Bahru (2019)
- Tree planting for koala conservation (Melbourne, 2018)
- Weekly games and befriending of the elderly at All Saints Home Hougang (May - Jun 2018)
- Providing weekly tuition for students at FeiYue Family Services Centre (Feb - Apr 2017)
- Meal preparation and delivery at Willing Hearts (occasional)
- Coastal clean-up (occasional)

SKILL SETS

2D digital puppet animation
2D motion graphics
Stopmotion (sewing costume designs, puppet/set building, paper cut-outs, etc.)
3D animation
Digital painting
Digital illustration
Traditional painting
Storyboarding
Drawn animation
Sound editing
Video editing