

RONALD FONG

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A creative lead with a strong foundation in 3D animation production and heavy interest in its application to VR/AR platforms. Dedicated to creative projects that require meaningful and relatable visual storytelling.

PRODUCTION EXPERIENCE

- Mar 2017 - Present **Masonry Studios | Founder & Creative Director**
Oversee the creative process; lead artists and designers in coming up with entertaining visual solutions to help clients advertise and market their products and services.
- Feb 2016 - Feb 2017 **One Animation | Storyboard Artist**
Work closely with show director to plan shots for the narrative and draw panels to communicate clearly the staging, action, and acting for use in 3D animation pipeline.
Oddbods Long-form
- Aug 2015 - Feb 2016 **Freelance | 3D Generalist / Storyboard Artist**
Provide 3D animation, motion graphic and storyboard consultation and production services to production houses, creative agencies and brands.

Google Play Town (Taiwan) Key Visual
Samsung S6 Launch Installation Animation
L'Oréal Paris HydraFresh TVC
- May 2009 - Aug 2009 **Lucasfilm Animation Singapore | Animation Trainee & Training Assistant**
Compile animation training material and facilitate internal training programmes
- Mar 2008 - May 2008 **VHQ Media | 3D Artist**
Produce 3D visual effects content for television commercials.
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EDUCATION

- 2011 - 2015 **Nanyang Technological University, Singapore**
School of Art, Design and Media
Bachelor of Fine Arts in Digital Animation (First Class)
Grade Point Average: 4.83 / 5.00
Valedictory Speaker for Class 2015
- 2013 - 2014 **University of Hertfordshire, United Kingdom**
School of Creative Arts (3D Digital Animation)
Student Exchange Programme
- 2006 - 2009 **Nanyang Polytechnic, Singapore**
School of Interactive and Digital Media
Diploma in Digital Media Design with Merit [Digital Animation]
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SKILLS AND SOFTWARE

Skills

Animation direction, Storyboarding, Look Development, 3D Motion Design, 3D modelling

Software

Maya, Arnold, V-Ray, After Effects, Nuke, Storyboard Pro, ZBrush,

AWARDS AND ACHIEVEMENTS

- 2016 **National Youth Film Awards 2016**
Best Animated Film • Best Character Design in Animated Film • Best Writing in Animated Film
- 2015 **AnimArte 2015 - 12th International Student Animation Festival of Brazil**
Best Film Asia
- 2015 **Cartoons Underground 2015**
Animation Festival Selection
- 2013 **15th DigiCon6 (Singapore)**
Digital Animation - Finalist
- 2011 **Media Development Authority**
Media Education Scheme Award Scholarship Award
- 2009 **Lucasfilm Animation Singapore Award for Outstanding Project Work**
- 2009 **MediaCorp Silver Medal for Outstanding Academic Achievement**
- 2009 **Pixel and Pencil Awards 2009**
Most Outstanding Portfolio • Best CG Art • Most Outstanding Personal Work
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WORKSHOPS AND CONFERENCES

- 2017 **National Youth Film Awards 2017**
Guest Panellist | Beyond Animation: How does a Graduate Stay Competitive
- All-in! Young Writers Festival 2017**
Guest Panellist | Screenwriting for Animation and Live action films
- 2015 **Asia TV Forum & Market (ATF)**
The quality platform for the entertainment content eco-system in Asia
- 2014 **Ed Hooks Acting for Animators Masterclass**
A full day acting training specifically for animators
- 2008 **SIGGRAPH Asia 2008 New Horizons**
Conference and Exhibition on Computer Graphics and Interactive Techniques
- 2008 **Gobelins International Character Animation Summer School**
An international two-week master class devoted to character animation
- 2008 **Kyle Balda 3D Animation Masterclass**
Character animation masterclass conducted by veteran animator Kyle Balda
- 2006 **Alex Huguet ZBrush Workshop**
3-Day hands-on workshop on the workflow of 3D digital sculpting in ZBrush