

MING BONG

mingbongonline.com



Multidisciplinary designer who is passionate about 3D animation & film production. Highly versatile individual obsessed about perfecting her craft.

My goal is to find a position where I can grow and take on new challenges over time, and a place where I can apply my skills and interests in 3D Animation and VFX.

✉ mingbong@outlook.com.au
☎ +61425 568 986
🌐 <https://au.linkedin.com/in/mingbong>

CERTIFICATION & AWARDS

D&AD
April 2017

Cannes Lions International
Festival of Creativity
June 2017

AdSchool
Digital Strategy & Experience Design
April - May 2017

EDUCATION

AUSTRALIAN FILM, TELEVISION AND RADIO SCHOOL
2018

Advance Diploma

3D Animation & Visual Effects

UNIVERSITY OF WESTERN AUSTRALIA
2012 - 2014

Bachelor of Arts

[Degree Specific Major + Second Major]

(Communication and Media Studies +
Integrated Design)

UNIVERSITY OF CALIFORNIA LOS ANGELES
2013 Study Abroad Summer Program

WORK EXPERIENCE

CURRENTLY SEEKING FREELANCE POSITIONS

My updated 3D reel: <https://vimeo.com/365070263>

I'm focusing my skills on 3D animation & VFX.

I'm familiar with Maya/Arnold and Mudbox and Adobe Photoshop, After Effects, Illustrator, Premiere.

MARKETFORCE, PERTH

Junior Interactive Content Designer

MAR 2019 - AUG 2020

- Rapidly create concepts and storyboards, and the creation of static graphics and animated videos.
- Developing visual assets for marketing campaigns across a variety of channels including social media, website content, web banners and digital retailer screens.

HAVAS AUSTRALIA, SYDNEY

Junior Digital Producer

OCT 2016 - OCT 2018

- Managing the delivery of small digital and social campaign projects with a focus on digital banners, eDM's and microsites.
- Creation of necessary project documentation such as estimates and project plans.
- Manage and coordinate client and internal communications and relationships with respect to the project.

SOFT SKILLS

Communication & Interpersonal

Management & Organisational

Problem solving & Innovation

Leadership & Influencing

Attention to detail

Teamwork

Flexibility & Adaptability

Goal Oriented

TECHNICAL SKILLS

Maya



Photoshop



After Effects



Premiere Pro



Illustrator



NUKE



LANGUAGES

EN

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WORK EXPERIENCE CONT.

SAATCHI & SAATCHI, SINGAPORE

Creative Intern

FEB 2016 - MAY 2016

- Assisted Art Director and Regional Creative Director in conceptualising and script writing for Ariel's Mother's Day project for social channel.
- Assisted Group Head Creative Director with digital and print projects for brands such as Subway, Agoda and BirdLife.

THE FILMMAKERS COMPANY, MALAYSIA

Junior Creative/Content Producer Intern

OCT 2015 - FEB 2016

- Planned, organised, shot and edited projects for Asia for Animals, Shell Sarawak, Sarawak Hornbill Tourism Awards Event and Swinburne Sarawak.
- Meeting and liaising with clients, art directing and film production. Graphics and Animation design.
- Notable works include work for Annual Shell National Retailers Convention 2015 which won "Best Short Film Award".

BUNGARRA SOFTWARE, PERTH

Graphic Artist Intern

JAN 2015 - FEB 2015

- Assisted Senior Graphic Artist in graphic game design, 3D Modelling and Animation for PS3 Platform
- Assisted in game testing with Senior Programmer

REFERENCES

Andrew Silke

Mentor & Instructor

Create3DCharacters.com

andrewsilke@gmail.com

ANDREW SAMBELL

Team Lead: Digital Producers

Host/Havas

andrew.sambell@hosthavas.com