

Jessica Tong

Animator • Illustrator • Video Editor

jessica.p.tong@gmail.com • (408) 348-8933 • jesstong.weebly.com

CAREER SUMMARY

An animator and graphic artist professional who is moving towards a production coordinator role. A team player with expertise in Autodesk Maya and Adobe software who has worked on large team projects in multiple video capacities.

SOFTWARE

Maya • Photoshop • Shotgun
Illustrator • Premiere • After Effects

EDUCATION

San Jose State University (2015)
BFA in Animation/Illustration

EXPERIENCE

Production Assistant for UC Santa Cruz – October 2016 to February 2019

Worked in a team of 33 video personnel to complete Assembly Bill 1602 (aka UC Scout), an initiative commissioned by former California governor Jerry Brown to produce 45 certified school courses.

- Produced animations and graphics for course materials. Edited footage and content together to create lesson videos.
- When necessary, acted as studio director, oversaw the production of courses, delegated work to other artists, and tracked progress of deadlines.

Lead Animator for "RePlay" – January 2015 to August 2015

"RePlay" is a PC game previously greenlit by the Steam Community.

- Oversaw a team of 3D animators, managed team deadlines, and delivered animated assets to the game programmers.
- Animated several character actions and cutscenes, as well as cleaned up the animations of others before delivery.

Character Animator for "At the Wood's Edge" – February 2016 to April 2016

"At the Wood's Edge" is a trailer for a short film.

- Animated character facial expressions as well as full-body movement.
- Worked with director in order to achieve desired look.

SKILLS

Proficient in OSX & Windows
Secretarial Experience
VR Video Editing

ACTIVITIES

UNEX Team Building Committee
Secretary for Shrunkenheadman Club
Moderator for SHM Charity Committee

HOBBIES

Food Exploration
Learning Instruments
Snowboarding