

DAVID ONG

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EDUCATION

Academy of Art University

Bachelor of Fine Arts in Computer Art- 3D Animation

San Francisco, CA

Graduated- June 2001

WORK EXPERIENCE

2K Sports

Novato, CA

Animator- WWE 2K20 & 2K22

January 2019 - October 2021

- Collaborated with a team of animators to produce cinematic animations using *Maya* and *MotionBuilder*
- Prepared and edited cinematic shots for outsourcing
- Strategized with the team daily to resolve animation related obstacles
- Analyzed and resolved inquiries from QA department

2K Sports

Novato, CA

Animator- NBA 2K19

April 2018 - August 2018

- Collaborated with a team of animators to produce cinematic animations using *Maya*

YUKES LA Inc.

Culver City, CA

Animator- WWE 2K15 - WWE 2K18

April 2014 - July 2017

- Collaborated with a team of animators to produce cinematic animations using *MotionBuilder*
- Collaborated with animation supervisor in producing and performing facial capture recordings
- Collected and compiled assignments at the end of the day for the supervisor in communicating our progress

2K Games

Northridge, CA

Animator- WWE 2K14

February 2013 - June 2013

- Collaborated with a team of animators to produce cinematic animations using *MotionBuilder* and *3DS Max*
- Collaborated with animation supervisor in recording and production of motion capture

THQ

Agoura Hills, CA

Animator- WWE12 - WWE13

February 2011- December 2012

- Collaborated with a team of animators to produce cinematic animations using *MotionBuilder* and *3DS Max*
- Collected and compiled assignments at the end of the day for the supervisor in communicating our progress

Collision Studios

Santa Monica, CA

Animator- Unannounced

November 2010 - February 2011

- Collaborated with a team of animators to produce cinematic animations using *3DS Max*

Papaya Studio

Irvine, CA

Lead Animator- *Cartoon Network Punch Time Explosion/ Ben 10 Ultimate Alien: Cosmic Destruction/ Ben 10 Alien Force: Vilgax Attacks*

July 2008 - November 2010

- Managed a team of 2-6 animators to produce character and cinematic animations using *3DS Max*
- Involvement in talent acquisition and resource development
- Strategized with each team member daily to resolve animation related obstacles

Senior Animator- *Coraline/ George of the Jungle and the Search for the Secret*

Disney Princess: Enchanted Journey

April 2007- June 2008

- Managed a team of 2-6 animators to produce character and cinematic animations using *3DS Max*
- Strategized with each team member daily to resolve animation related obstacles

Sony Computer Entertainment America

San Diego, CA

Animator- *ATV4 Fury Extreme/ Kill Zone Trailer/ Midguard Demo/ SOCOM III/ SOCOM: Combined Assault*

SOCOM: Fireteam Bravo

March 2005 - September 2006

- Collaborated with a team of animators to produce cinematic animations, trailers, and demos using *Maya* and *MotionBuilder*
- Collaborated with animation supervisor in producing animatics, motion capture recordings, and motion capture performance