



# Sherwyn Wong

3D Animator

Kuala Lumpur, Malaysia

+6 016 332 5707

sherwynwong@gmail.com

## Links

[sherwynwong.com](http://sherwynwong.com)

[linkedin.com/in/sherwynwong/](https://www.linkedin.com/in/sherwynwong/)

[vimeo.com/sherwynwong](https://vimeo.com/sherwynwong)

## Software Programs

Autodesk Maya

Presto

Adobe Photoshop

Adobe Premiere Pro

Adobe After Effects

Unreal Engine 4

## Skills

Efficient Team Player

Create Genuine Character Performances

Exceptional in Managing Feedback

Strong Eye for Detail

Diverse in Multiple Animation Styles

Problem Solving

Storyboard Creation

Gameplay Animation

Cultivates Fun Working Environment!

## Interests

Movies, Dinosaurs, Food, Soccer, Badminton, Volleyball, Video Games, Park Walks, Making Art, Karaoke.

Languages: English, Malay, Mandarin, Cantonese

Story-driven 3D animator with over 3 years of professional experience, passionate in creating genuine character performances and cultivates a fun collaborative work environment. Versed in a wide range of animation styles, techniques and software programs. Committed to pushing boundaries of storytelling with animation, aiming to contribute innovative solutions and compelling narratives in future projects.

## Employment History

### Pixar Animation Studios

Jan 2023 - May 2024

Fix/Crowd Animator - Emeryville, CA

- Created engaging character animation of the highest quality in both hero and crowd shots utilizing Pixar's proprietary animation software, Presto.
- Collaborated closely with film directors, supervisors, animators and other multidisciplinary departments to ensure cohesive visual storytelling and character development during film production.
- Managed tight schedules and cultivated discussions among peers to receive and offer constructive criticism for shot work.
- Assisted with fixes and polish of fellow animator's shots efficiently.

Projects: *Inside Out 2* (2024), *Elio* (2025)

### Halon Entertainment

Jul 2022 - Jan 2023

Associate Animator - Santa Monica, CA

- Enhanced animation knowledge and techniques by utilizing advanced software tools like Unreal Engine for various projects.
- Experienced with the process of previs, techvis, postvis, gameplay animation, and basic understanding of motion capture cleanup & importing animation into Unreal Engine.
- Managed feedback and delivered animation of high quality under tight schedules.

Projects: *Atlas* (2024), *The Hunger Games: The Ballad of Songbirds and Snakes* (2023), *Fortnite Marketing*

### Agora.Studio

Apr 2022 - May 2022

3D Animator - Montreal, Quebec

- Enhanced visual storytelling by animating 3D characters, creatures, environments and props in the animation style of twos.
- Managed feedback, cultivated discussions among peers and delivered animation of high quality under tight schedules.

Projects: *South of Midnight* - Cinematic Trailer (2023)

### Illusionist Animation Studios

Mar 2018 - December 2018

3D Animator - Kuala Lumpur, Malaysia

- Responsible for 3D animated characters, environments, props and proxy effects for various projects from China and Japan.
- Collaborated closely with multidisciplinary teams to ensure consistency in diverse visual styles and quality of animation style across all projects.
- Delivered high-quality animation within tight deadlines and managed time effectively.

Projects: *Netflix' Saint Seiya: Knights of the Zodiac* (2019)

## Education

### Academy of Art University

Bachelor's of Fine Art: Animation & VFX - San Francisco, CA

Achievements:

- The Rookies Awards: Rookie of the Year 2022 (That's No Moon), Excellence Award 2022.
- AAU Spring Show Awards - Runner's Up 2020, 2021.

*Kyosil* - Apr 2022. Mentor: Alexander Snow - Animator at *Epic Games, Disney, Dreamworks*

*AnimSquad* - July 2021. Mentor: Kevin Jackson - Animator at *Epic Games, Sony*

### The One Academy

Diploma in Animation - Kuala Lumpur, Malaysia

Student Animated Short Film Project: *Guan Gong & Cat* (2018)

Roles: Lead Animator, Director of Photography, Story Artist, Composer, Layout Artist.

Achievements: The Rookies Excellence Award (2018), Kancil Awards Gold and Silver (2018), M-Dec Silver Awards (2018).



3.30.2024

To whom it may concern,

I am writing this letter of recommendation for Sherwyn Wong Hung Vern. I worked with Sherwyn as his Animation Fix Lead on *Elio* for approximately two intensive months.

The role of a Fix Animator is one that can be very difficult to describe. A Fix Animator could do anything from fixing small issues with a shot to completely reanimating it. It requires great animation skills, a strong technical side, and the ability to communicate clearly with animation leadership and with other departments. Sherwyn has proven to me that he possesses all of these talents.

Sherwyn was a great asset to the *Elio* Fix Team, and it was a pleasure working with him. It was Sherwyn's first deployment as a Fix Animator, but he hit the ground running! He is a quick learner and was always eager to pick up new tips and tricks, and to try out and adopt new workflows. Sherwyn showed endurance, patience, and dedication. His animation know-how, along with his positive and professional attitude, made him quickly become a trusted and very dependable member of the team.

Sherwyn is an excellent communicator. If a note is not clear, he asks for clarification. He consistently communicates clearly, takes initiative, plans ahead, and anticipates what might be needed for a shot in the future.

It pains me to see Sherwyn leave our studio, as he is leaving us too soon. However, our loss will be your gain.

If you wish to talk personally with me, please don't hesitate to reach out.

Sincerely,

Simon Christen  
Animation Fix Lead  
Pixar Animation Studios  
510 435 0338  
christen@pixar.com

6.20.2024

To whom it may concern,

I'm writing this recommendation for Sherwyn Wong Hung Vern. We worked together for roughly one and a half years on a variety of feature films here at Pixar.

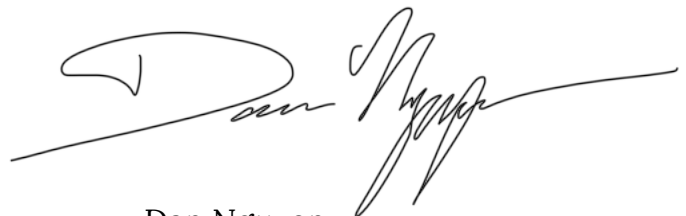
As teammates on Inside Out 2 and the upcoming film Elio, I was able to see Sherwyn's daily interactions with supervisors and production staff.

In Sherwyn's role as a crowd and fix animator, I found him to be professional, communicative, and skilled at interpreting and implementing notes. This was not a simple task, as notes often ran the gamut between subtle acting, and large, cartoony actions.

He worked diligently to deliver what was asked of him, and took seriously his responsibilities. On his own time, he animated test shots, soliciting feedback from senior animators, as a way to improve his skill. All this demonstrated to me his commitment to his craft. I would heartily recommend Sherwyn for any future opportunities.

I write this as a 20+ year veteran here at Pixar. Please feel free to reach out with any additional questions you may have.

Sincerely,

A handwritten signature in black ink, appearing to read 'Dan Nguyen', with a long horizontal line extending to the right.

Dan Nguyen  
dnguyen@pixar.com