

TAN PANG REN

Lead 3D Animator

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 <https://pangren.wixsite.com/website>



PROFILE



I have experience working with high-profile clients. I am able to communicate effectively and motivate my teams, as well as do proper brainstorming and planning from concept to final output in MOBA - styled action RPG genre.

EXPERIENCE



2016 To Present

Lead 3D Animator

Redeye Studio

Singapore

- Supervising a local and overseas team of 27 Animators, riggers and producers to deliver quality animation for Disney : Epic Quest and One Piece : Bounty Rush
- Setting up Overseas Animation team from scratch. Establishing pipeline, work standard and quality control of team.
- Responsible for working with game designers and programmers from skill design to final output in engine.
- Integrating Game loops, figuring out breakdowns to ensure seamless animation during gameplay.
- Creating pipeline and artist tools in Maya that enable me and artists to work more effectively.
- Hyper casual titles : Rocket Rooster and Jump Dash Hero

2014 To 2016

Technical Artist

Gumi Asia

Singapore

- Worked on projects: Disney's Big Hero 6: Bot Fight (Android and IOS), Wakfu Raiders (Android and IOS).
- Collaborated with Disney Interactive's producers to produce quality results for Big Hero 6 Characters
- Created in-game 3D animation for the main characters, Fred, Hiro, Baymax, Gogo, Wasabi and Honey lemon.
- Rigger 3D characters and involved in Visual Effects.

2013 To 2014

Senior Animator

Tiny Island Productions

Singapore

- Animated for TV series project: G-fighters, creating stylistic animation and camera layouts.
- Created python tools for animators and also for speeding up work flow within and between departments.

2013

Animator / Rigger

Drawiz

Singapore

- Animated creatures for PS4 game Metal Gear Solid 5

2011 To 2012

Senior Animator

Sunwoo Asia Pacific

Singapore

- Animated for TV series projects: Arpo (Korea), GON (Korea), Noonbory Season 2 (Korea) and Treehouse Detectives
- Formulated animation style of complicated shots to supplement the team animation library.
- Supervised camera layout of entire episodes as well as junior animators to deliver quality animation
- Developed Mel and Python tools to improve animators' work flow and to solve issues for the lighting department.

2010 To 2011

Animation Trainee

SAMG Animation Studio

Korea

- Animated TV series projects: Fish n' Chips (France) and Vroomies (Korea).

EDUCATION



2012

Gobelins Masterclass Singapore

Professional Training in Character Animation

2005 To 2009

Nanyang Technological University Singapore

Bachelor of Fine Arts in Digital Animation (Hons)

2008

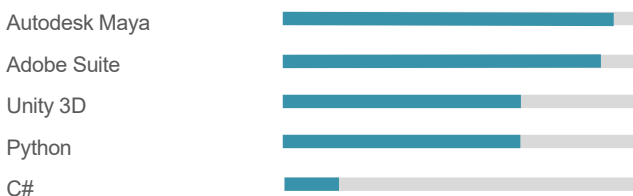
City University of Hong Kong (Exchange)

Film Studies

NOTABLE CLIENTS



SOFTWARE PROFICIENCY



SKILLS

