



Kazue Tng

JUNIOR CINEMATICS DESIGNER
3D CHARACTER ANIMATOR & MODELER

Experience

Ubisoft Singapore

Junior Cinematics Designer

- Working on Assassin's Creed Shadows

Feb 2024 - Present

Ubisoft Singapore

Animation Intern

- worked on the launch of Skull and Bones
- motion capture and animation clean up for Asnah (first mate)
- fixed bugs within the game

Aug 2023 - Feb 2024

Goro Goro - Senior film project

3D Animator, 3D Modeler, Compositor

- Modeled all of characters' props
- Animated assigned shots
- Created compositing templates
- Composited assigned shots

July 2022 - June 2023

NASA - SCADpro Collaboration

3D Animator & 3D Modeler

*Selected to be part of the team

- SCAD partnered with NASA to research and develop concepts for a variety of projects for the ICESAT-2 team.

Sept. 2022 - Nov. 2022

The How Book - SCAD Animation Studios

3D Animator & 3D Modeler

*Selected to be part of the team

- Created assets for environment layouts and accessories for the characters
- Animated characters in assigned shots
- Worked in different departments harmoniously while maintaining good communication with the entire team and team leaders

Jan. 2022 - Nov. 2022

Education

September 2019 to June 2023

Savannah College of Art and Design (SCAD)

- BFA in Animation, Minor in Visual Effects
- *Dean's List 2019 - 2023
- SCAD Animation Studios (Savannah) 2022
- NASA x SCADpro - Fall 2022

April 2015 to May 2018

Nanyang Polytechnic, School of Interactive and Digital Media

- Diploma in Animation
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Languages

English -
Chinese (Native) -
Korean (Beginner) -

Software

- Photoshop - Maya
- After Effects - Motion Builder
- Illustrator - Blender
- Premiere Pro - Nuke
- Houdini

Technical skills

- 3D Character Animation
- 3D Modeling
- Nuke compositing
- Shotgrid
- Motion Capture

*References available upon request.

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