

BOULDER KID

ONG VICTOR
VIDEO EDITOR/MOTION DESIGNER

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EDUCATION

Nanyang Technological University, School of Arts, Design and Media (2021)
Master of Arts (MA), Research
Cumulative CGPA : 4.50

Nanyang Technological University, School of Arts, Design and Media (2015)
Bachelor of Fine Arts (BFA) in Animation (Visual Effects)
Cumulative CGPA : 4.33

Nanyang Polytechnic (2009)
Diploma in Digital Entertainment Technology with Merit (Animation)
Specialised in Technical Direction for Animation.
Cumulative CGPA : 3.660

SKILLS

Adobe Photoshop	9 YRS
Adobe After Effects	7 YRS
Adobe Premiere Pro	9 YRS
Adobe Illustrator	4 YRS

WORK EXPERIENCE

Ngee Ann Poly, School of Film & Media Studies (Associate Lecturer) (October 2017– August 2018)

- ▶ Conducted Visual Effects(VFX) lessons for School of Film & Media Studies (FMS) students, ensuring that the syllabus are delivered in an encouraging and in-depth manner. Includes personal student counselings and industry experience advices.
- ▶ Taught relevant industry accepted practises and softwares such as After Effects techniques and compositing. Revised on cinematography styles off films as inspirational topics and examples.

Kadence International, Video and Design Executive (March 2016– August 2017)

- ▶ Heading Video and Design services for Kadence Global offices with regards to public relations and presentations.
- ▶ Introduced key strategic methods in reaching out to clients via comprehensive visuals for reports, online social multimedia, informative printables and proposals.
- ▶ Lead and consultant in audio post production and professional in house voice recordings.

Research Multimedia

- 1) Lead video designer and editor in support for research of global food brand market across the UK and Ireland. Insight video was presented for management and shareholder meetings, that provided relevant regional marketing strategies.
- 2) Managed and liased between overseas office with Global MNC in an extensive collaboration in video design and production alongside their branded reports, which includes extensive preparations from storyboarding to animatics, sourcing voice actors with relevant recording studios, ensuring maximum efficiency and clarity for a smooth production experience.

Promotional Videos

- 1) Lead video designer and editor for a video that provided a stylistic introduction to the fieldwork services team that was sent to clients worldwide as part of a branding campaign.
- 2) Headed a shoot as DOP for Google on a project study on consumer tendencies, organised and directed film crew on site during the overseas schedule.

Illustrations Multimedia

- 1) Provided relevant visual accompaniments for a handbook print out for Kadence's very first workshop essentials.
- 2) Incorporating creative and fun elements into informative respondent sheets to be sent to invitees for interviews or focus group discussions, covering a wide array of scenarios, ensuring a clear and friendly company brand.
- 3) Directed a Christmas themed video project that was shared to clients as part of the company's branding campaign, incorporating a different approach in illustrative style and presentation.

Garena Online, Mobile Game Motion Designer (June 2015 – September 2015)

Proceeded as a single videographer specialist for mobile department, ensuring that multiple game projects have the required video edits for online marketing, online campaigns and events. Also relied upon for creating various 3D In-Game assets for new SEA based launched game Dragon Quest Mobile Super Lite (DQMSL) by Square Enix, a famous JRPG company.

- ▶ Given opportunities to create original concept motion graphics animated promotional marketing videos for mobile games such as Thunderstrike(SEA Regional) and Headshot(Taiwan).
- ▶ Tasked at editing event videos for mobile games such as Dragon Quest Mobile Super Lite(SEA Regional) and Thunderstrike(SEA Regional).
- ▶ Translating Online Marketing videos texts for mobile games such as Thunderstrike(SEA), Dragon Quest Mobile Super Lite(SEA), Kizna(Taiwan) and 劍與魔法(Taiwan JPRPG) between different regional videos.
- ▶ Approached as sole video editor for various upcoming and current mobile games spawning from Korea and Japan such as Hero(SEA English Version), Thunderstrike(SEA), Headshot(SEA Taiwan/English), Dragon Quest Mobile Super Lite(SEA).
- ▶ Creating Dragon Quest Mobile Super Lite(SEA) 3D Models modifications and props for various different monsters during game localization using Autodesk Maya. This includes modelling, texturing, animating and rendering into sprites to be used in-game. Worked closely between designers and game developers from Garena HQ as well as Square Enix.