WAYNE WONG-CHONG

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Objective

My goal is to share my experience and direct large teams in the successful delivery of award winning AAA games for both console and pc platforms.

Skills

- ability to develop and execute on cohesive world art visions
- ability to translate design needs and generate supporting visuals for gameplay
- expert knowledge in streamlining workflows and tools
- strong understanding of art/animation production processes
- strong understanding of console and pc game development
- experienced in physics systems (cloth, rigid/soft bodies, hair)
- experienced rigger and facial shape modeler
- strong production and time management skills
- strong ability to communicate ideas verbally and on paper

Experience

(Nov 2019 – present)

CEO (PC)

Creative / Technical for Clients

- founder of studio comprised of remote and local talent
- provide visual target and pipeline support
- supporting multiple Steam UE4 projects

(Nov 2019 – present)

Director of Art (PC)

Art

- world building and IP development
- look development for environments, characters, and spaceships
- train and mentor art team in latest AAA techniques/workflows

Production Management

- direct team of 12
- manage art department budget, resources, and talent

(Feb 2008 – Sept 2019)

Tech Art Director, Age of Empires 4 (PC)

Pipeline/Tech

- setup Motionbuilder pipeline using capturing data from bipeds and horses
- created material based physics destruction pipeline for buildings and manned weaponry

Production Management

- lead all studio tech artists (6) to improve tools for animation, surfacing, and vfx
- work with senior management staff and general manager on projects risk assessments
- vetted and trained multiple large team external development partners

Principal Technical Artist, Daw of War 3 and Company of Heroes 2 (PC)

Gameplay
- redesigned core proprietary engine state machine for units
- created massive units system with animation and sim driven behaviors

Pipelines/Tech
- championed Maya scene management and animation export tool
- refactored animation systems and pipeline for additive behaviors
- work with core engineering group to prioritize core proprietary engine road map

Art
- created extreme death ragdoll and gib system for synchronized and critical unit damage
- redesigned all entity type motion trees for use with all Relic games
- support implementation of all entities to game including art, animation, fx, and audio

Senior Technical Artist, Space Marine (PC/XBOX360/PS3)

Pipelines/Tech
- championed development of console/pc Havok animation pipeline
- worked with engineering to establish camera system for core gameplay and cinematics

Scripting
- architect for animation exporting tool, scripted 80% percent in Maxscript and mentored scripting of additional functions

Physics
- setup unit ragdolls and hit boxes with Havok Content Tools

Rigging
- setup rigs for numerous interactive props and characters

References   Available upon request.