



SAMUEL TOH

3D ANIMATOR SPECIALIST

SINGAPORE 🎂 15.02.1988



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🔑 EDUCATION

DigiPen Institute of Technology (Sep 2011 - Apr 2014)

Bachelor of Fine Arts (BFA) in Digital Art and Animation

- ☑️ Served as animator for a student game project, Earthrune: The Dema'en Wildwood.
- ☑️ Earthrune became one of the finalists at the 5th Indie Games Festival China.
- ☑️ Modelled, rigged and animated all assets and characters for solo 3D animated short, "Bad Brazen Booty". Short film was featured on DigiPen's YouTube channel.

Nanyang Polytechnic (2005 - 2009)

Diploma in Digital Media Design (Animation)

- ☑️ Awarded Director's List in May 2008 semester.

✊ SKILLS

Animation



3D Modelling



Texturing



Rigging



Video Editing



🗡 WEAPONS



💬 LANGUAGES

☑️ **English**



☑️ **Chinese**



👜 EXPERIENCE

Vividthree Productions (Nov 2017 - Feb 2019)

VR Senior 3D Animator




- ☑️ Created and managed high quality key-framed game animations throughout projects. These included the rigging of certain assets as well.
- ☑️ Managed time and priorities to meet or exceed expectations for deadlines with other animators.
- ☑️ Mentored lower level animators with critiques and tips on processes.
- ☑️ Worked closely with game engineers to integrate game animations into Unity.
- ☑️ Assisted in retopology of models when needed.
- ☑️ Assisted in the setup and presentation of our VR products to various clients.
- ☑️ Projects involved include a Train To Busan VR Tour show and an unannounced VR project.
- ☑️ Additionally, worked with VFX department (during lull periods) on various movie and TUC projects that require 3D animation.



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★ LV. 31 (SINCE 15.02.88)



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EXPERIENCE (CONTINUED)

Gazia Games (Jan 2017 - Sep 2017)
Lead Animator

- Handled character animation work for flagship title, Brawlstar Legends. This included rigging of character models.
- Planned and designed character movements based on given game design documents. Characters ranged from male to female, to creature-like champions.
- Management of outsourced animation work for the game, including VFX art.
- Worked closely with game engineers to implement and optimize game animations.

3D Matters (Jan 2016 - Nov 2016)
3D Designer

- Creating and optimizing digital models for 3D printing. Assisted in the post-processing of 3D printed models.
- Featured works include:
 - VR goggles for Singtel's Exstream ad.
 - Scale ship models for NAVY@UIVO exhibit.

National Computer Systems (Oct 2015 - Jan 2016)
3D Engineer

- Built 3D models and environments for various army simulations.

Singapore Polytechnic's Applied Research, Technology and Innovation Centre
(May 2014 - September 2015)
Research Engineer/Game Artist

- Modelled and animated 3D assets for training and simulation games.

Southern Star Singapore (Jun 2008 - Aug 2008)
Intern

- Worked on 3D characters and environments for an animated children's series, Bottle Top Bill.

HOBBIES & INTERESTS



Acting



Movies



Video Games



Soccer



Comics



Martial Arts



Tech Gadgets