



Ken Wong

Art Director, Artist, Designer, Creator

Name	Kenneth Wong
Nationality	Australian
Location	Adelaide, Australia London, UK in Feb 2013 (YMS work permit)
Languages	English Mandarin Chinese
Email	helloken@kenart.net
Online portfolio	http://www.kenart.net
Current Project	Indie mobile game: http://www.hackycat.com

Career Goal

To **create, design** and **engineer** high quality pieces of art and entertainment; to challenge and be challenged by talented, enthusiastic collaborators; to push innovative concepts and experiences alongside high level craftsmanship.

Career Highlights

- 2011 Art directed **Alice: Madness Returns** (PC, 360, PS3). Awarded "**Best Graphics, Artistic, 2011**" by Gamespot. **The Art of Alice: Madness Returns** released through Dark Horse Books.
- 2005-2012 Presented talks and ran **Creative Visualisation workshops** at Animex Games and Animation Festival at Teesside University, UK.
- 2011 Artwork included in **Masters of Science Fiction & Fantasy Art** edited by Karen Haber.

Experience

2012-Current

Independent Game Developer

Solo development of **Hackycat**, a mobile game using Unity3D. Design, programming (C#), art, animation. Collaborating with external sound and marketing partners. Due for release February 2013.

2007-2011

Spicy Horse | Art Director

Responsible for supervision, direction and training of concept design, 3D, technical art departments. Coordinated with outsourced art teams in China and Thailand. Development and implementation of a variety of art styles. Pipeline development. Hands-on with concept art, particle effects, lighting, materials and textures. Game design documentation and prototyping.

Projects:

- **Alice: Madness Returns** (PS3, PC, Xbox 360)
- American McGee's Grimm (PC episodic)
- Baijiu Racer (unreleased, preproduction)
- Bighead Bash (web)

2005

Enlight Software | Art Director

Projects:

- American McGee presents Bad Day LA

2001-Current

Freelance | Illustrator, graphic designer, concept artist

- Concept art for games incl. **Heroes of Might and Magic V**
- Book cover and album cover illustrations
- Logo designs

Software & Skills

- Expert level proficiency in **Adobe Photoshop**
- High level of experience with **Unreal Engine 3** and **Unity3D Engine** including lighting, particle effects, materials, graphical optimisation.
- Experience with **3dsMax**, **C#**, **Java**, **JavaScript**, **HTML**, **CSS**, animation
- Familiarity with **Flash**, **Premiere**, **Maya**, **Illustrator**

Education

- Bachelor of Arts (Multimedia Studies) from University of South Australia, 2004

References

References available upon request.