

TAN PANG REN

Technical Animator

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PROFILE

I love making games and I am well versed in animation graph logic. I can decipher and create optimized and expandable logic for game requirements. I script tools to enable artists to work with DCC and engine more efficiently. I also like to share my knowledge and experiences with my teams. I believe team is only robust when we can share freely.

EXPERIENCE

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|------------------------|---|--------------------------------|
| 2010 To Present | Technical Animator | Ubisoft Singapore |
| | Project : <u>Skull and Bones</u> | |
| | - worked on vanity and weapons pipeline, from skinning, to pipeline and integration | |
| | - involved in giving direction and advise to design, modelling, tech and animation | |
| | - created and expanded upon DCC tools for 3dsMax and Motion Builder | |
| | - implement and troubleshooting various NPC features, upgrading existing toolset and scripts | |
| | Project : <u>Assassin's Creed : Mirage</u> | |
| | - Working on main animation graph of Main character and NPC's | |
| 2020 | Technical Animator | Rock Nano Global |
| | - Leading Animation Team and Character Rigger for mobile and VR games | |
| | - Character integration | |
| 2016 To 2020 | Lead 3D Animator | Redeye Studio |
| Singapore | - Supervising a local and overseas team of 27 Animators, riggers and producers to deliver quality animation for <u>Disney : Epic Quest</u> and <u>One Piece : Bounty Rush</u> | |
| | - Setting up Overseas Animation team from scratch. Establishing pipeline, work standard and quality control of team. | |
| | - Responsible for working with game designers and programmers from skill design to final output in engine. | |
| | - Integrating Game loops, figuring out breakdowns to ensure seamless animation during gameplay. | |
| | - Creating pipeline and artist tools in Maya that enable me and artists to work more effectively. | |
| 2014 To 2016 | Technical Artist | Gumi Asia |
| Singapore | - Worked on projects: <u>Disney's Big Hero 6: Bot Fight</u> (Android and IOS), <u>Wakfu Raiders</u> (Android and IOS). | |
| | - Collaborated with Disney Interactive's producers to produce quality results for Big Hero 6 Characters | |
| | - Created in-game 3D animation for the main characters as well as their Rigs | |
| 2013 To 2014 | Senior Animator | Tiny Island Productions |
| Singapore | - Animated for TV series project: <u>G-fighters</u> , creating stylistic animation and camera layouts. | |
| | - Created python tools for animators and also for speeding up work flow within and between departments. | |
| 2013 | Animator / Rigger | Drawiz |
| Singapore | - Animated creatures for PS4 game <u>Metal Gear Solid 5</u> | |
| 2011 To 2012 | Senior Animator | Sunwoo Asia Pacific |
| Singapore | - Animated for TV series projects: <u>Arpo</u> (Korea), <u>GON</u> (Korea), <u>Noonbory Season 2</u> (Korea) and <u>Treehouse Detectives</u> | |
| | - Formulated animation style of complicated shots to supplement the team animation library. | |
| | - Developed Mel and Python tools to improve animators' work flow and to solve issues for the lighting department. | |

EDUCATION

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| 2012 | Gobelins Masterclass Singapore | Professional Training in Character Animation |
| 2005 To 2009 | Nanyang Technological University Singapore | Bachelor of Fine Arts in Digital Animation (Hons) |

NOTABLE CLIENTS

