

Anthony Fong

CG Artist

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Portfolio: <http://www.anthonyfong.com>

- Art Direction, Lead Artist, Senior Artist and Mentor roles
- Max, Maya, Photoshop, and more...
- Strong traditional art: Illustration, Model Making, Sculpture, Graphic Design
- 9 years in the game industry
- 15+ shipped products, triple A titles
- PS2, XBOX, Pc and PS1 development experience
- Large and small team experience

In pursuit of an environment that facilitates quality standards and promotes strong team ethics, good and fun company culture, opportunities to be creative, and most importantly, shipping a strong solid product.

-NEW PENCIL-

(January 2002-Present)

Content development for PS2, XBOX, Pc:

Art Director

- Communicate aesthetic goals of client with internal teams
- Facilitate high quality output and unified aesthetics
- Concept design and illustrations
- Art Creation: Model, UV, Normal Mapping and Texturing

South Park

Medal of Honor: Dogs of War

007 Golden Eye: Rogue Agent

Industry Leading Company, Massive Multiplayer Game: *title and client under NDA*

Ubi Soft

EA Games

EA Games

Senior Artist

- Modeling, UV's, Texturing & Normal Maps
- Introduce technology and implement techniques affecting quality and time effective output.

LOTR: *the Battle for Middle-Earth*

Pogo

Zoo Tycoon 2

The Sims, the Sims 2, the Sims Online

Expansion packs: *the Sims Celebrity & Spellbound*

The Sims PS2: *Bustin' Out & the Urbz: Sims in the City*

SimCity 3 & 4: + subsequent expansion packs

NDA Project: asset creation and character work

EA Games

EA Online

Microsoft

Maxis/EA Games

Maxis/EA Games

Maxis/EA Games

Maxis/EA Games

Broadcast, Commercial Content and High Resolution Work:

- Set Design and Scene Composition
- Additional contributions include Modeling, Texturing, Shaders and Animation

Commercials: client *EA/OWN+P, Sims Online:* "[the Loser](#)" & "[the Wedding](#)".

E3 Cinematic Trailers: client *EA/OWN+P, Sims2 '03 & '04:* "[Next Generation](#)" & "[Lifetime](#)".
Microsoft, Zoo Tycoon II '04: "[Zoo 2](#)".

Conceptual Design & Marketing: client *Frontline Security,* "[Savi Technology](#)".

-INTRINSIC-

(May-November 2001)

Middleware development tool for PS2, XBOX, Game Cube & Pc

Interaction Design and CGD Consultant

- Facilitated usability and design principles via underlying preferences fundamental to user demographic
- Communicated with demographic via classroom time the benefit of lower costs, time efficiencies and streamlined game consol development practices
- Created real-time CG material using Alias Wavefront's Maya and Discreet's 3DSMax supporting the scope of the tool and its intended output
- Demonstrated Tool internally and externaly
- Resolved, reported and communicated usability issues to engineers within scope of framework and milestones
- Contributed to technical writer documentation via consultation of feature sets, usability characteristics and sample content

-ELECTRONIC ARTS-

(June 1998-March 2001)

Leading console game developer, PS1 PS2 XBOX & Pc, many unique franchises and "triple A" titles

Lead Model Artist

- Lead efforts resulting in successful product shipment.
- Communicated and defined aesthetic goals with art director for a 5 person team
- Key role overseeing and producing 400 + game model assets and textures
- Screened, communicated and managed *outsourcing* solution
- Discussed, structured, and communicated intuitive pipeline concepts regarding in game assets accessible to Level Design team
- Contributed in production path implementation, polygon limits, naming conventions
- Asset management, developed content lists and relevant time estimates
- Shader scripting
- Mentored in EA internship program; Mentee was hired on as a full time employee

James Bond 007: Agent Under Fire

Model Artist

- Creation of over 300 model assets with textures, LODs, terrain textures and world transitions
- Creation of front-end race maps
- Produced conceptual illustrations
- Mentored in EA internship program; Mentee was hired on as a full time employee

Road Rash: Jailbreak

- Further modeling, texturing and shipment of these titles:

**Road Rash 3D
Tiger Woods Golf
Nascar Rumble
Future Cop**

-EDUCATION-

Masters Degree – 2000 - California State University of Hayward, CA
Multimedia Digital 3D, Graphic Design and Illustration