

# VICTOR WONG

## address

12 Johnson Farm Lane  
Toronto, Ontario  
Canada M2N 0G6

tel 416-226-3848

email [victorwong@magicketchup.com](mailto:victorwong@magicketchup.com)

url [www.magicketchup.com](http://www.magicketchup.com)

## Objective

3D environmental asset modeler or Senior User-Interface (UI) designer at a game studio.

## Summary

My all-rounded graphic skill set and 13 years of game development experience will be a great asset to any game studios, big or small - from 2D illustration, concept art, game design, UI design to 3D modeling, I can take on any game or design project with great finesse, creativity and professionalism.

## Experience

**Senior 3D Artist, Ganz** Vaughan, Oct 2010 - Present

Work on Unity 3D and iOS game products for children. Create low-poly 3D models based on concept art (within poly-budget). Create textures for 3D models and matte paintings for game environment. Create concept art for 3D artists to model after. Create game UI assets and vector icons.

**3D Environment Artist (Intern), Bedlam Games** Toronto, Jun 2010 - Aug 2010

Worked on next-gen Xbox360/PS3 game project "Dungeon and Dragons: Daggerdale" (Realism/fantasy art style). Created high and low-poly 3D models and textures.

**Senior Interface Designer, Fiver Media (formerly Bodog)** Toronto, Aug 2007 - Jul 2008

Designed and created game graphics for Flash-based casino games and PC downloadables. Re-skinned old games with new theme and graphics.

**Art Director, Gameworkz** Toronto, Jun 2006 - Aug 2007

Designed and created game graphics for Flash-based online bingo and casino games. Re-skinned old games with new themes and graphics. Designed and created game websites, banners and micro-sites. Led and mentored other graphic artists.

**Independent Contractor** Jun 2005 - Jun 2006

Clients include casual game studios EA Pogo, Pop Cap Games, PixelStorm, and corporations ABJ Software and Bitrouter Inc. Created game assets, icons, illustrations, logos, UI for various casual games. Re-skinned games with new themes and graphics. Designed marketing materials, product packaging and datasheets.

**Lead Multimedia Designer, Radium Entertainment** Toronto, Dec 2002 - Jun 2005

Designed and created game graphics for Flash-based online bingo and casino games. Designed and created game websites, banners and marketing materials.

**Graphic Designer, SNAP2 Corp.** Des Moines, Mar 1999 - Jun 2002

Designed and created game graphics for In-flight casual games and travel guides (IFE Systems). Designed UI for TV Set-top boxes.

**Game Designer, Gametronics** Toronto, Jan 1998 - Mar 1999

Designed and created 2D and 3D graphics for touch-screen casino games (VLT). Specialized in creating slots game icons and video game cabinet casing exterior glass artwork.

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## Education

Seneca@York, Toronto, ON — Post-graduate Certificate in Video Game Art & Animation, 2010  
(with high honours)

Seneca College, Toronto, ON — Computer Graphics (Technical Illustration), 1997 (with high honours)

University of Waterloo, Waterloo, ON — B. Math. (Computer Science & Information Systems), 1995

## Skills

3D Modeling, Texturing, Concept Art Drawing, Illustration, Logo Design, Icon Design, UI Design, Casual Game Design, Casino Game Design

Extensive knowledge in the use of computer software such as 3D Studio Max, Photoshop, Illustrator, Dreamweaver, Flash, zBrush, InDesign, Maya

## Personal Interests

Creator and illustrator of webcomic, [Chloroville](#)

Photography - a selection of photos licensed by Getty Images as stock photos

## Referrals

Available Upon Request