

# TONY TSANG

Vancouver, BC

[www.reddaikon.com](http://www.reddaikon.com)

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604 366 7663

## SUMMARY

**Content Creator and Artist** with 10+ years of professional game development experience in conceptualizing and establish IPs for video games. A team leader who is outgoing and approachable, and strives to produce best quality art within given limitations.

## TECHNICAL SKILLS

### 3D Packages:

3D Studio Max	Maya	ZBrush	Topo Gun	3D Coat	Substance Painter
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### Texturing and Rendering Packages:

Photoshop	Crazybump	Xnormals	DDo	Enlighten	Keyshot
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### Game Engines:

Unreal® Engine	Unity	Phyre	Marmoset
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## WORK EXPERIENCES

### Switchblade Monkeys, Vancouver, Canada

#### Co-Founder / 3d Lead Artist

Sept 2012 – Present

- In charge of creating and establishing the art style for the Secret Ponchos IP.
- Creating a working pipeline and a work flow suitable for a small development team.
- Managing in-house and contracted 3d art staffs.
- Working with the code and rendering department to ensure features conform to established art styles.
- Assisting with Integration of 3<sup>rd</sup> party software such as Enlighten to game engine.
- Creating Characters, Environment, Lighting, UI art assets.
- Creating content for marketing: rendering and compositing for FMVs.
- Researching and experimenting with new tools to improve team productivity.
- Heavily involved in game design to solve both technical and game play related issues.

### Radical Entertainment, Vancouver, Canada

#### Character/ Senior Vehicle Artist

Sept 2010 – Sept 2012

- In charge of all in-game Vehicles and Weapons.
- Responsible for setting up, supporting and improving existing prop and vehicle destruction system in open world games.
- Worked closely in specialized Scrum-Groups to implement vehicle related systems such as weaponization and object destruction.
- Researched and implemented innovative solutions to solve memory and other budgeting issues.
- Researched new tools and techniques to improve work flow.
- Worked directly with the Art Director and Concept team to ensure quality art.
- Worked with different departments to solve technical and gameplay issues.

### Silicon Knights, St. Catharines, Canada

#### Assistant Lead Character Artist

Oct 2009 – Sept 2010

- In charge of creating templates for character in-game modular systems.
- Worked directly with the Art Director and the Character Lead to establish standards for in-game characters.
- Worked closely with the Code Department to implement character related systems as well as to solve performance related issues.
- Provided critique to ensured art assets quality.
- Assisted the Character Lead with departmental scheduling, and ensured assets are created on time.
- Trained junior artist and interns to prepare them for production.

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Silicon Knights, St. Catharines, Canada

## Character/Environment Artist

Mar 2005 – Oct 2009

- Responsible for the creation of in-game character assets, from highpoly sculpting, lowpoly, texturing, rigging, facefx®, to shader creation.
- Researched new tools to help improve work flow.
- Construction of complex in-game shaders for modular characters as well as unique effects in the Unreal® Engine.
- Worked with different departments to solve technical issues.
- Responsible for the creation of detailed meshes for environment assets.
- Trained the Environment Artists to use Zbrush.

## GAMES PUBLICATIONS

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### Secret Ponchos

Switchblade Monkeys (PS4/PS+, PC)

2015

### [PROTOTYPE 2]

Radical Entertainment (Xbox 360, PS3, PC)

2012

### X-Men Destiny

Silicon Knights (Xbox 360, PS3)

2011

### Darksiders

Silicon Knights outsourced, Vigil Games (Xbox 360, PS3)

2009

### Too Human

Silicon Knights (Xbox 360, PS3)

2008

## AWARDS

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2014	<b>Honorary Judge</b> , Gameartisans, Comicon 2014 competition.
2009	<b>Honorary Judge</b> , Gameartisans, Comicon 2009 competition.
2009	<b>8<sup>th</sup> Place Finalist</b> , Dominance War 4 Competition.
2003 – 2004	<b>Honors</b> , Sheridan College, Computer Animation.
2000 – 2003	<b>Honors</b> , Alberta College of Art and Design, Media Arts and Technologies.
2000 - 2003	<b>Scholarship</b> , Alberta College of Art and Design. (\$6000 CAN)

## EDUCATION

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### Diploma, Computer Animation

Sheridan College, Oakville, Canada

Graduated with Honors - 2004

### Bachelor of Fine Arts, Digital Media

Alberta College of Art and Design, Calgary, Canada

Graduated with Honors - 2003