

**Sandy Tie Dong**  
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310-770-8136 cell Email: sandytiedong@yahoo.com

- **State-of-the-art 2D/3D digital painting specializing in photo-realistic and stylistic texture, lighting, look development, rendering, matte painting, concept and character design, modeling, animation, and digital set design; capable of artistic and technical self-direction.**
- **Skilled at executing a variety of complex creative and artistic styles in 3D animation including characters and major complex environments, look development, setting up shader networks, painting maps, setting up displacement maps and grooming fur, feathers, and hair and painting a variety of maps for skin.**
- **B.F.A. degree from the Central Institute of Fine Arts, Beijing, China.**
- **Strong artistic vision and expert in digital painting and conceptual art with attention to detail.**
- **17 years feature film production experience.**

**Professional Experience:**

**Look Development / 3D Texture Painter**  
**Sony Pictures Imageworks Canada**

**August 2014 - present**

Senior Look Development/Senior Texture Artist:

***The Mitchells vs The Machine***

Major environments – Interior & Exterior The Mall, Forest, Dynoland, Camp Site; lead characters AARON, SHERI, TINA ROBOT

Senior Look Development/Senior Texture Artist:

***Angry Birds 2*** – released 2019

Environments, characters, props

Senior Look Development/Senior Texture Artist:

***Spider-Man: Into The Spider-Verse*** – released 2018

Major environments – Multiple City and Underground shots, Train Station, Graffiti Room; lead characters GREEN MONSTER GOBLIN, AARON, PENNY, SPIDER NOIR, FRANKENSTEIN, and GENERIC CHARACTERS

Senior Look Development/Senior Texture Artist:

***The Emoji Movie*** – released 2018

Lead character POOP and various other EMOJIS

Senior Look Development/Senior Texture Artist:

***Storks*** – released 2016

Lead characters AARON, MOM, DAD, VARIOUS STORKS

Senior Look Development/Senior Texture Artist:

***Smurfs: The Lost Village*** – released 2017

Environments and props

Senior Look Development/Senior Texture Artist:

***Hotel Transylvania 2*** – released 2015

Environments and lead character OCTOPUS MAN, GENERIC KIDS

**Look Development / 3D Texture Painter**  
**DreamWorks Animation**

**September 2003 – July 2014**

Senior Look Development/Senior Surfacing Texture Artist:

***Puss 'n Boots 2***

Look development and texture of lead characters MEDUSA, MUMMIES, and hair grooming for all generic human characters.

Senior Look Development/Senior Surfacing Texture Artist:

***Home (aka "Happy Smeckday")*** – released March 2015

Look development and surfacing of main hero characters GRATUITY (TIP), PLUSH, SLUSHIOUS (and variations).

Senior Look Development/Senior Surfacing Artist:

***Turbo*** - released 2013

Sole responsibility for surfacing 4 lead characters TITO, GUY, ANGELO and PAZ (except for hair on PAZ).  
Developed and painted generic race car driver suit and garage environment.

Senior Look Development/Senior Surfacing Artist:

***The Croods*** - released 2013

Sole responsibility for the look development and surfacing of 3 main characters: UGGA, BEAROWL and TURKEYFISH. Created hair, fur, feather and skin look for these characters.

Senior Look Development/Senior Surfacing Artist:

***King Fu Panda 2 – The Kaboom of Doom*** - released 2011

Surfaced main villain character WOLF BOSS, sole responsibility for surfacing 2 major environments including Palace Interior, Pagoda interior; contributed to exterior environments.

Senior Look Development/Senior Surfacing Artist:

***Shrek Forever After*** – released 2010

Developed the skin look for the main character RUMPLESTILSKIN and OGRE BOSS, surfaced PIPER, and sole responsibility for major environment Palace interior.

Senior Look Development/Senior Surfacing Artist:

***How to Train Your Dragon*** – released 2010

Sole responsibility for 4 main characters: STOICK, TUFFNUT, FISHLEGS, TWO-HEADED DRAGON as well as generic variants.

Senior Look Development/Senior Surfacing Artist:

***Kung Fu Panda*** – released 2008

Contributed to the design of the Jade Palace; Surfaced Exterior Palace environment (sole responsibility); surfaced Theatre, City, Gate, Jade Mountain, Prison exterior, various props.

Senior Look Development/Senior Surfacing Artist:

***Flushed Away*** - released 2006

Surfaced main characters SID, LADYKILLER, several environments and props.

***Over The Hedge*** – released 2006

Contributed to surfacing main character SKUNK and props.

### **3D Texture Painter**

**June 2003 – September 2003**

#### **Digital Domain**

- Senior 3D texture painter on ***The Day After Tomorrow*** – Feature Film (20<sup>th</sup> Century Fox/Roland Emmerich, Director)  
Photo-realistic texture painting and look development

### **3D Texture/Matte Painter**

**September 2001 – June 2003**

#### **ESC Entertainment**

- Senior 3D texture and matte painter on ***Matrix: Reloaded*** and ***Matrix: Revolutions*** – Feature Films (Warner Brothers)
  - Photo-realistic texture painting, look development, shader network, concept design and matte painting
  - Worked on some of the most memorable shots in these movies including the *Freeway Chase*, *Trinity Falling*, and others

### **3D Texture Painter & Lighting Animator**

**April 2000 – August 2001**

#### **Kleiser-Walczak Construction Company**

- Lighting animator, texture painter, look developer and compositing animator on various projects

### **Computer Knowledge:**

- Maya, Katana, Mari 4, Substance Painter, Substance Designer, Renderman, Mudbox, Nuke, Deep Paint 3D, Studio Paint, Adobe Photoshop, Mental Ray, Shake, Composer, Illustrator, DreamWorks proprietary software (Paint, Light), Final Cut Pro X, Bodypaint, Zbrush, Sony proprietary software,

### **Exhibitions & Publishing:**

2014 3D artwork featured in DreamWorks Animation 20 Year Anniversary Book  
2008 3D artwork featured in *The Art of Kung Fu Panda*  
2000 3D artwork featured in Animation Magazine  
1998 3D artwork featured in web gallery of Gnomon Digital Visual Effects Studio  
1992 Art Gallery PTE LTD, Singapore - Oil Painting Exhibition  
1991 – 1992 Artworks highlighted and profiled on China Daily News, People Daily, Beijing Evening News, Economy Daily, Beijing Quignian Evening News, China Consumer News, International Daily, Beijing TV, China Central TV, Personal oil-painting exhibition, Beijing, China

### **Education:**

2013 Advanced Digital Photography, Julia Dean Studio  
2000 - 2001 Art Workshop, Laddie John Dill Studio, Los Angeles  
1998 – 2000 3D graphics, animation, rigging, modeling at Gnomon Digital Visual Effects Studio  
1998 3D Studio Max, UCLA Extension  
1991 – 1999 2D computer graphic design, Orange Coast College  
Courses taken at Pasadena City College, Mount San Antonio College  
1991 B. A. in Fine Arts, Central Institute of Fine Arts, Beijing, China