

Sandy Tie Dong
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- **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**
- **15 years feature film production experience**

Professional Experience:

Look Development - 3D Texture Painter
Sony Pictures Imageworks Canada

August 2014 - Present

Senior Look Development/Senior Surfacing Texture Artist:
Hotel Transylvania 2
Look development and texture painting of characters and environments

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

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 (20th 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, including:
- ***Ramona – The World’s First Live Virtual Performing & Musical Recording Artist*** (Ray Kurzweil - Kurzweil Technologies, Inc.)

Computer Knowledge:

- Maya, Mari 2.6, Mudbox, Nuke, Deep Paint 3D, Studio Paint, Adobe Photoshop, Katana, Mental Ray, Shake, Composer, Illustrator, Wavefront Power Animator, DreamWorks proprietary software (Paint, Light), Final Cut Pro X, Bodypaint
- Linux, UNIX, Windows and Macintosh operating systems.

Exhibitions & Publishing:

2014	3D artwork featured in DreamWorks Animation 20 Year Anniversary Book
2008	3D artwork featured in <i>The Art of Kung Fu Panda</i>
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 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