

TRISHA WONG

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TECHNICAL SKILLS

*Ranked by proficiency, 5 meaning expert

Graphic Design/Visuals	1	2	3	4	5	Video Production	1	2	3	4	5
Illustration/Drawing	■					Editing (Premiere Pro)	■				
Photoshop	■					Motion graphics (After Effects)	■				
3D modelling, rigging (Maya)	■					3D animation (Maya)	■				
InDesign	■					2D hand-drawn animation	■				
Illustrator	■					Film planning/production	■				

DESIGN AND MEDIA EXPERIENCE

Digital Marketing Coordinator (Design Focus Co-op) - Tradable Bits September 2021 - December 2021

- Maintained weekly marketing responsibilities, including editing a bi-weekly video podcast, creating graphics for weekly blog posts, and converting said blogs into carousel visuals suited for social media
- Planned, created the assets for, and fully animated three motion graphics animations for the company's product as marketing onboarding material for company partners and prospective clients
- Redesigned, audited, and built out demo turnkey engagement campaigns showcasing the platform

Videographer and Digital Designer (Co-op) - SFU Faculty of Applied Sciences September 2022 - December 2022

- Created a series of 6 videos for campus safety from scratch, from research to scripting, to shotlist/storyboarding, to filming, to editing, to animating motion graphics, and to adding visual effects.
- Worked with clients as part of design cycle to incorporate feedback constantly reworking projects to specification

Storyboard artist, 3D modeller, rigger, 2D & 3D animator - SFU IAT 343 (Animation) January 2023 - April 2023

- Led a team of 4 others to direct and create a visually and narratively cohesive 3D animated music video in Maya, taking charge of artistic and story direction through scripting, concept art, and storyboarding
- Modelled, rigged, skinned, and hand-drew 2D animated textures for the main character and subject of the video
- Animated the 2D textures in tandem with the 3D model's movements for a third of the final product

Freelance illustrator and graphic designer - various clients 2015 - Present

- Designed the mascot for and created cover/promotional artwork for musician Trifect
- Commissioned to do illustrations, character designs, and story writing over the last 8 years to specification for many clients, communicating professionally to and working directly with clients

Teaching Assistant - SFU IAT 100 (Digital Image Design)

January 2022 - April 2022

- Ran and created educational materials for technical tutorials revolving around digital image design (i.e. graphic design and animation principles, Photoshop, After Effects)
- Supervised and provided detailed constructive feedback on projects from over 20 students concurrently, resulting in highest section grade average in the class
- Provided both scheduled and on-call technical troubleshooting for Photoshop and After Effects

Creative Director, Director of Communications - UBC Anime Club

April 2019 - April 2022

- Created the promotional artwork and managed marketing/event planning for a club with 400+ yearly members which led to eight successful event marketing campaigns, including a pop up cosplay cafe
- Wrote weekly newsletter and maintained social media, including creating posts and marketing visuals
- Wrote, directed, produced and edited three yearly promotional videos for the club

Director, writer, cinematographer, editor - academic projects (IAT 202)

September 2020 - December 2020

- Wrote, directed, shot, produced and edited two short films in SFU's New Media Images IAT 202, receiving A+ and both films being showcased at SFU's FCAT Undergraduate Conference 2021
 - 1 minute completely solo produced short film combining 2D animation and live action film
 - 3 minute short film produced with a partner, won Best Art Direction category in Fall 2020 IAT 202 awards, nominated for Best Sound and Best Editing, featuring motion graphic animation

EDUCATION

Simon Fraser University	Apr 2020 - 2024	B.A. Interactive Arts and Technology <ul style="list-style-type: none"> - Current CGPA: 4.00 - Standard Broadcasting Corporation Limited Scholarship (2021 Spring) - Undergraduate Open Scholarship (2021 Summer)
Douglas College	2019 - 2020	Associate's Degree of Arts in Communication <ul style="list-style-type: none"> - Interpersonal & business communication - Achieved Dean's List all 3 semesters - International Education Award (\$1000)
University of British Columbia	2016 - 2018	1st year B.Sc. Computer Science

INTERESTS

- Drawing/animating fanart of favorite series
- Producing video essays about passion topics
- Alternative Japanese street fashion
- Translating and typesetting Japanese manga
- Writing stories
- Cosplay sewing and crafting
- Anime (Nichijou, Osomatsu-san), manga
- Video games (maimai, Persona 4, Shin Megami Tensei IV, Monster Hunter)
- Tabletop roleplaying games (Pathfinder)