

Tim Chong

VR Technical Artist

timchong.design

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Education

University of Washington,
Visual Communication Design,
Motion Design Focus

Skills

Adobe Creative Suite

After Effects, Premiere Pro,
Illustrator, Photoshop,
Indesign, Audition

3D Programs

Cinema 4D, Octane Render,
3DS Max, Maya, VRay,
Substance Painter

AR Programs

Snap Lens Studio, Meta Spark Studio,
Tiktok Effect House

Game Development

Unreal Engine 5 (Blueprints,
Lighting, Shading, Asset
Creation), Unity 3D (Oculus
VR, ShaderGraph, C#, Level
Design),

Prototyping

Figma, Webflow, Bodymovin,
Lottie, Principle

Interests

Musician

Mandolin, Guitar, Violin,
Any Stringed Instrument

Satisfying Animations

Instagram 3D Content
Creation @cloud.chambers

HTML5 Game Design

Unreal Engine 5 Projects:
newfolder1.itch.io

References available
upon request.

Experience

VR TECHNICAL ARTIST

Insight Global for Meta, Inc. | September 2022 - Present

Created Mixed Reality Experiences for upcoming Meta hardware. Designed working 3D User Interfaces for Augmented Reality with Meta Spark Studio, Cinema 4D, and After Effects. Worked with 3D Artists and Engineers to optimize shaders, models, and animations within hardware limitations. Coded in Javascript and React Native to create a realtime AR Weather App, shown at Meta Connect.

AUGMENTED REALITY ENGINEER

Snap, Inc. | January 2022 - September 2022

Developed AR Lenses for Snap's Camera Kit platform. Tested AR Effects on a wide variety of Mobile devices, optimizing for performance scalability. Coded Lenses in Javascript, extending functionality and performance for resource-intensive AR Lenses. Worked with World Tracking feature to create interactive 3D Experiences for brand partners like ESPN, Ralph Lauren, and LACMA. Worked with external partners to enhance Lens Studio's Script Graph capabilities. Maintained and updated Snap's AR Lens Catalog, updating existing lenses. Assisted development of Snap's Camera Kit platform, stress testing and internally verifying UX flows and creating documentation for future partners. Prototyped 3D AR User Interfaces using Cinema 4D, After Effects, and Unreal Engine 4.

HCI RESEARCH INTERN

Snap, Inc. | June 2021 - October 2021

Modeled and animated 3D assets for user interfaces in Augmented Reality. Prepared and optimized assets for Lens Studio in Cinema 4D. Researched and iterated on current designs for testing and user feedback. Created assets for promotional material on Producthunt. Developed experimental lenses using Snapchat Lens Studio with AR Engineers. Assisted in Academic Research Paper on Co-Located AR owned by Snapchat.

2D/3D MOTION DESIGNER

VMLY&R | November 2021 - September 2022

Collaborated with creative directors to produce high-quality advertisements and motion graphics for clients like Microsoft, Pfizer, and Meta. Utilized Cinema 4D, After Effects, and Unreal Engine 5 to produce real-time interactive experiences. Created AR filters and assets with Meta Spark Studio and Snap Lens Studio, driving social engagement and metaverse brand identity.

Honors and Awards

MICROSOFT CENTER ONE VIDEO

Footage featured in China People's Daily, a Nationwide broadcast

UNIVERSITY OF WASHINGTON

Dean's List, 13 Quarters (GPA 3.74)