

-CURRICULUM VITAE-

Jaime, Kah Bee HOE

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SUMMARY OF SKILLS

1. Knowledge-based skills:

- 3 years tertiary teaching in Asia
- 1 year tertiary teaching in Australia
- 2 years games studio/design in Australia
- Computer skills in Maya, 3ds Max, Photoshop, Illustrator, Premiere, AfterEffects, Apple Motion
- Effectively Bilingual in English and Chinese
- Degree in Economics, Postgraduate Diploma in Education, Master in Communication Design

2. Transferable skills:

- 6 years international experience
- Communication & people skills
- Creative thinking & planning skills

3. Personal traits:

Independent, intuitive, flexible, friendly, committed, resourceful and a team player

PROFESSIONAL EXPERIENCE

1st July 2011 -31st Dec 2011

Full-Time Lecturer in Faculty of Arts, Education And Human Development (Melbourne, Australia)

Victoria University - School of Communication, Culture and Languages

- Conducted 36 hours (3 hours X 12 weeks) of lecture-cum-workshop sessions on **Interaction Studio [ACM2010]** : Study the history of analogue and digital interactive design, develop an understanding of contemporary interaction design issues and thus apply iterative prototyping and evaluation techniques such as determining personas, implementing usability testing to investigate the effectiveness of design interfaces.
- Conducted 36 hours (3 hours X 12 weeks) of lecture-cum-workshop sessions on **Innovative Technologies - Research & Application [ACM 2007]** : Pitch a game title and write Games Design Document - an application of games design principles with a focus on touch era mobile phone.
- Conducted 24 hours (2 hours X 12 weeks) of lecture-cum-workshop sessions on **Interdisciplinary Project [ACM 5003]** : Usage of online collaboration tools and exploration of workplace production, prototype methodologies that revolve around the development of an interdisciplinary group production such as: mobile phones, websites, interactive CD ROM, handheld PDAs
- Duties include verbal & emails feedback on students' ideas, curriculum planning, setting & marking assignments, supervision of students' projects & submitting reports on students' works and participation.

28th Feb 2011 – 27th May 2011

Sessional Lecturer in Faculty of Arts, Education And Human Development (Melbourne, Australia)

Victoria University - School of Communication, Culture and Languages

- Conducted 36 hours (3 hours X 12 weeks) of lecture-cum-workshop sessions on
Visual Design for Digital Media [ACM1009] : examines the visual design practices and processes of digital media, including static, temporal and interactive media to create a design concept, branding, trends in design, and the relationship between text and image.
- Conducted 24 hours (2 hours X 12 weeks) of lecture-cum-workshop sessions on
Web Technologies [ACM5000] : practical skills in design and web development utilising Photoshop and Dreamweaver & new developments in fields such as blogs, wikis
- Conducted 24 hours (2 hours X 12 weeks) of lecture-cum-workshop sessions on
Interactive Design for a Global World [ACM5001] : review the established understandings of human interface design and investigate contemporary debates and strategies in the field
- Duties include verbal & emails feedback on students' ideas, curriculum planning, setting & marking assignments, supervision of students' projects & submitting reports on students' works and participation.

28th July 2010 - 20th October 2010

Sessional Lecturer in Faculty of Arts, Education And Human Development (Melbourne, Australia)

Victoria University - School of Communication, Culture and Languages

- Conducted 24 hours (2 hours X 12 weeks) of lecture-cum-workshop sessions on
Innovative Technologies - Research & Application [ACM 2007] : Pitch a game title and write Games Design Document - an application of games design principles with a focus on touch era mobile phone.
- Duties include verbal & emails feedback on students' games ideas, curriculum planning, setting & marking assignments, supervision of students' projects & submitting reports on students' works and participation.

4th January 2009 – 7th April 2010

Full-Time Lecturer in Multi-Media / Visual Communication Department (Wuhan, China)

Raffles Design Institute-Wuhan University of Technology

- Conducted 48hours (4 hours X 12 weeks) of lecture-cum-laboratory sessions on
 - 3d techniques:** Fundamentals in Modelling (using Polygons & Nurbs), Texturing, Lighting & HDRI Imaged Based Lighting Mental Ray Rendering in Maya 2009
 - **Advanced 3d laboratory** : Techniques on Character Modelling & Rigging in Maya 2009
 - **Animation Principles** : 2D Character animation in AfterEffects / Flash CS4
 - **Screenplay & Storyboarding:**
Pre-production techniques, employ 3 Act Storytelling Structure, story-board in Photoshop
 - **Video Techniques:** filmed, digitized and edited in Premiere
 - **Video and Audio Editing:**
Postproduction techniques in Premiere, AfterEffects, Audition, Apple Motion, Final Cut Pro
 - **Experimental Video:** Stop Motion Photography using iStopMotion(Mac) or JPGVideo (PC)
 - Academic Research & Communication Skills**
 - **Major Project**
- Duties include resolving technical issues with students during & after lab sessions, curriculum planning, setting & marking assignments, supervision of students' final year projects & submitting reports on students' works and participation.

14th August 2006 to – 18th October 2008

Full-Time Lecturer in Digital Entertainment Technology Group

Nanyang Polytechnic, Singapore

- Conducted 60 hours (4 hours X 15 weeks) modules of lecture-cum-laboratory sessions on
 - Real-Time Animation For Games**
Character Modelling & Cycle Animation for Games in Maya 7.0
 - Visual Art Technique 1**
High Polygon Vehicle / Robot Modelling & Image Based Lighting HDRI Mental Ray Rendering in Maya 8.5 & 2008
 - Principles of Games Design**
 - Massively Multiplayer Online Games Design** and
 - Character & Environment Design**
- Assisted 60 hours (4 hours X 15 weeks) modules of lecture-cum-laboratory sessions on
 - Post-Production & Compositing** (Using Shake)
 - Rendering, Texturing & Lighting** (Using 3-D Studio Max)
 - Motion Capture** (Using Motion-BUILDER)
 - Level Design** (Using Unreal Editor)
- Duties include resolving technical issues with students during & after lab sessions, curriculum planning, setting & marking assignments, supervision of students' final year projects & submitting reports on students' works and participation.

July to Oct 2005

Part-Time Lecturer in Visual & Performing Arts Academic Group

National Institute of Education, Singapore

- Conducted 24 hours (3 hours X 12 weeks) of lectures on "Theories of the Development of Children's Art :Implications for Curriculum Planning"
- Duties included marking test papers, essays, assignments, term projects, submitting reports on trainee teachers' work and attitudes.

10th March 2003 – 18th February 2005, full-time employment

In-Game CutScene Designer / Cinematic /Game Artist

Krome Studios Game Development, Fortitude Valley (Brisbane) Australia

In many ways, my role in Krome Studios is an editor that turns or reuses games animation into a coherent whole cutscene. The editor is a storyteller, a technician and a diplomat but, essentially, editing is like scriptwriting, using images and sound, rather than words, thereby attention to detail, patience, lateral thinking, and the ability to negotiate the minefield generated by new technology are important characteristics for my role as a creative editor.

- Worked on 2 games (consoles) titles – Jimmy Neutron & King Arthur using in-house program, Synker/The Editor, a program, which simulated 3-D editing software to put animation sequences together called cutscenes, according to the given storyboard or script
- Resolved technical issues & bugs that caused cutscenes crashing in the games
- Navigated storytelling to ensure smooth transition or continuity from game play to in-game cut scene by using:
 - Contrasting camera angle, that is, longer length camera angle, such as, bird's eye view, worm's eye view,
 - Cut-ins, close shot that cut-in to previous camera shot and
 - Cut-always from main action of the scene
- Built in-game cutscenes, which takes place real time in engine with cinematic design quality in King Arthur, a movie experience game
- Worked closely with level builders and cut scene programmer and understood the importance of team work and morale in a game studio

- Modeled, textured props in 3D Studio Max 5.1 with respect to video games consoles PlayStation2 architecture

17th November 2002 – 7th March 2003, casual employment –32hr/wk

Sales & Service Adviser

National Australia Bank, Fortitude Valley (Brisbane) Australia

- Opened, closed accounts and handled enquires, resolved complaints and explained to customers National products and bank fee charges
- Assessed customers' financial immediate/future needs and referred customers to specialists in regards to borrowings, investments, protection and transactions
- Met weekly sales figures for quotations, loans, deposits, referrals and finaps

23rd October 2002, Work Experience

Video Editor

Toad Show, West End (Brisbane) Australia

- Familiarized with video editing software Final Cut Pro & workflow in selecting suitable regions/themes, footage, photographs for Queensland Heritage Trail

12th September – 16th October 2002, Work Experience

Graphic Artist

CEC Institute, Sunnybank (Brisbane) Australia

Created 2-D graphics with Illustrator 10 to be consistent with the style established for Korean-English CD-ROM for children

26 August – 2nd September 2002

English-Chinese Text Translator

JSA Digital Design, Newstead (Brisbane) Australia

- Translated English to Chinese text for Darling Downs Food to be fitted in a CD-ROM brochure and video—paid work

June - July 2002, work experience 5 weeks

Digital Ink & Paint, US Animation Software

Liquid Animation, West End (Brisbane) Australia

- Punched data in X-sheet, scanned, painted and inked drawings digitally for Walt Disney Cartoon TV Series "The Proud Family"

Mar 2002

Freelancer

- Illustrated a sample CD movie cover for a Japanese filmmaker, which was advertised in Griffith University
– paid work (Brisbane) Australia
- Created logo for corporate identity of Crack R Us, a roadwork company seeking for a vibrant and eye-catching image
– voluntary work for Pericomm, Sunnybank (Brisbane) Australia

ACADEMIC BACKGROUND

Jan 2002

Master of Communication Design

Queensland University of Technology

- Specialization in digital 3-D Animation and Video
- Conceptualised and created 3-D animation "*Hair Dye*" for final Design Project AN851 using 3-D Studio Max
- Scripted, story-boarded, documented, filmed, digitized and edited an experimental Video Project (Design Studio 1-Video Production & Editing) "*8 Scenes*" using Premiere

Other subjects completed included:

- Music & Sound for Multimedia
- Media Technology 2 (Video, Sound Production & Editing)
- Introduction to Multimedia Technology (Conceptual skills related to electronic hypermedia, communication and publishing using Photoshop)
- Electronic Publishing
- Foundations of Drawing for Animation (Drawing and Life Drawing Skills)
- Design Studio 2 (3-D Techniques in modeling, texture mapping and camera movements)
- Information Design

16th Feb 2002

International English Language Testing System

(Academic) Achieved an overall band of 7.0

Apr 1997

Postgraduate Diploma in Education

National Institute of Education-Nanyang Technological University

- Specialisation in teaching at Primary School level with credit
 - Trained to teach English Language, Mathematics and Art
 - Underwent 9 weeks of teaching practice
- (Availability of official statements of teaching service upon request)

Apr 1996

Bachelor of Science (Economics)

National University of Singapore

Coursework include Money & Banking, International Economics, Development Economics, Urban & Transport Economics, Economic Theory, Mathematical Economics, Macroeconomics and Microeconomics

- Minor in Mathematics, Physics and Computer Programming Applications
- Excellent score in Financial Economics, Financial & Management Accounting, Advanced Calculus II and Numerical Methods

CONVENTION, WORKSHOP & SHORT COURSE ATTENDED

5th-9th August 2007

SIGGRAPH 2007 San Diego, California USA

San Diego Convention Center

Conference

16 July – 28th Nov 2003

Queensland Southbank Institute of Tafe

Completed two modules of Cert II in Arts (CNART040) [**2-D Animation**]

- 16 July - 17th Sep 2003 : Introduction to Animation (CIE 010)
- 1st Oct - 28th Nov 2003 : Animation Principles (CIE 012)

12th – 27th July 2003 (3 Saturdays full day workshop, Brisbane)

Animation Boot Camp, conducted by Michael Chavez who had worked on “The Iron Giant” , “The Proud Family” using Warner Brothers characters to work on in-betweens for walk, run cycles;

26th-28th Feb 2002

Australian Effects & Animation Festival

Sydney Convention Centre, Darling Harbour

AFFILIATION

Mar 2002 – 2005

Member, **Queensland Animators Gp, Inc**

Attended life drawing class fortnightly

REFERENCES

Sean Young

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