



Justin
Ton

Game Designer



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ABOUT ME

Traditional sculptor with an extensive technological background. 8+ years as an IT professional. Switching to a new path towards my passion of Game Design.

Game Design with specialization in 3D modeling and digital sculpting but also proficient in texturing, rigging, and animation.

EDUCATION

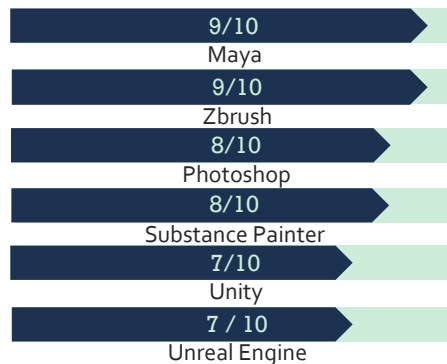
BA: Digital Media – Game Design

University of Central Florida
2019-2022

AA - General

Valencia College
2018-2019

TOOLS



SKILLS

Hard Surface Modeling • Texturing
Rigging • Animation • Unity Integration
Organic Digital Sculpting • Video Editing

EXPERIENCE

3D Modeler & Animator – Art Team Lead

Imagination Station / Orlando, FL / 2021-2022

Created 3D models from 2D concept art and integrated them into Unity. Collaborated with 4 other artists as Team Lead.

- 3D Modeling / Sculpting
- Texturing
- 3D Animation
- Unity Integration

Dispatch Coordinator

Lykes Cartage / Orlando, FL / 2014-2018

Manage daily operations of inbound and outbound freight. Schedule and plan daily routes for drivers to ensure a smooth and on-time delivery.

- Maintain desktops, VOIP Phones, Video Surveillance System and Network
- Install / Use Citrix based freight tracking systems.
- Install / Use label makers and scanning devices to track shipments.

IT Support Specialist

TeleSign Corporation / Marina Del Rey, CA / 2010-2014

Provided helpdesk support for over 150 users locally and internationally.

Created and configured user accounts, email, network access, and IP phones.

- Acquired all hardware and software licensing through various vendors
- Installed and maintained operating systems, software, and peripherals.
- Performed system hardware and software upgrades and repairs.