

SONG FENG TONG

Technical-minded 3D Generalist

PORTFOLIO

3D generalist focused on cinematic workflows, rigging, environment art, and technical problem solving across independent and collaborative real-time projects.

SELECTED PROJECTS

DI TING

3D Generalist

Environment production, technical workflow development, cinematic layout, and procedural problem solving.

[Portfolio](#)

Strange Arrow

3D Generalist

Modeling, material development, lighting, sound integration, and real-time presentation in Unreal Engine 5.

[Portfolio](#)

VANWARD

Independent 3D Generalist / Technical Workflow Focus

Mechanical creature design, rigging, look development, lighting, rendering, and cinematic presentation.

[Portfolio](#)

EDUCATION

Sheridan College 2025

Advanced Diploma in Computer Animation

Shenzhen University 2015

B.Sc. in Applied Mathematics

CONTACT

sft296@gmail.com

[Portfolio](#)

[LinkedIn](#)

SOFTWARE

Maya

Houdini

Redshift

Substance 3D Painter

ZBrush

Unreal Engine 5

After Effects

DaVinci Resolve

SKILLS

Rigging

Technical Workflow

Look Development

Lighting

Environment Workflow

Real-time Workflow

LANGUAGES

- Mandarin- Fluent
- English - Fluent