Chan King Cheong

Digital Content Creator | 2D & 3D Animation · Short-Form Video · AI Workflow

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SUMMARY

About 3 years of digital content experience with video and motion work running through most of it — game promotional material, 2D hand-drawn and 3D animation, and short-form vertical video, alongside AI-assisted production. Comfortable owning a piece end to end: concept and script, storyboard, asset production, animation and motion design, editing, subtitling and iteration through to final delivery. Built ComfyUI batch pipelines in a commercial setting to automate repetitive image processing, and keeps disciplined naming, versioning and archiving habits for repeatable output rather than one-off pieces.

SKILLS

2D / 3D Animation	Frame-by-frame character animation (24fps), storyboard and layout, key animation, lip-sync; Blender (modeling, rigging, animation, retopology)
Motion & Compositing	After Effects (motion graphics, compositing); Premiere Pro (editing, subtitling, audio-video sync)
Video & Short-Form	9:16 vertical production from storyboard to delivery; templated batch output, subtitle and caption motion treatments
Platforms & Publishing	YouTube and short-form vertical formats; audience targeting, release cadence and iteration on published performance
Illustration & Character Design	Character and concept design, character sheets, pixel art; Clip Studio Paint, Photoshop
AI Workflow & Automation	ComfyUI (batch image-processing pipelines), Stable Diffusion; independently built content-analysis and subtitle-animation tools
Image & Layout	Photoshop (retouching, compositing, color grading, custom Actions); Illustrator and InDesign at basic level
Pipeline & Asset Mgmt	File naming conventions, data classification, version control, asset archiving, batch pipelines
Game Tools	GameMaker, Unity (personal projects)
Languages	Cantonese (Native), Mandarin, English (Intermediate)

SELECTED PROJECTS

Game Release Promotional Material — commissioned
Promotional video editing, motion effects and visual asset design for game releases, delivered to fixed release schedules and revised against client feedback.

Short-Form Vertical Video Series — self-produced, ongoing
Templated 9:16 puzzle shorts for an English-language audience, produced in batches from a reusable layout system; owns concept, storyboard, visual template, asset production, editing, subtitling and publishing.

Personal Animation Showreel — self-produced
Standalone cuts spanning hand-drawn 2D and 3D animation at 24fps; character animation, environments and final editing all self-produced.

Small Game Projects — personal / learning, four titles, not published
2D pixel platformers and a 3D maze game built in GameMaker and Unity; own scope covered pixel character animation, scene art, 3D models, UI animation and game design mechanics.

EXPERIENCE

Computer Technician — Adecco · Manpower Services (Hong Kong) Limited — May 2025 – Present
Managed computer systems and provided technical support across two agency contracts, handling multiple concurrent tasks to deadline.

Part-Time Digital Content Specialist — Zoomob Limited — Nov 2024 – Apr 2025
- Retopologized 3D furniture models to reduce polygon count while preserving visual quality and performance.
- Established production workflows and asset management conventions to streamline collaboration and delivery.

AI Technical Assistant — AvatechAI — May 2023 – Jul 2024
- Built batch image-processing pipelines in ComfyUI, replacing per-image manual handling with automated runs and raising the volume one operator could deliver in a day.
- Designed and maintained automated workflows to remove repetitive steps from the production loop.

Digital Content Creator — FirePillar2 (part-time) — May 2022 – Nov 2023
Produced promotional material for game releases: video editing, motion effects and visual asset design, working to release schedules with the internal team.

EDUCATION

Higher Diploma in Game and Animation — Hong Kong Institute of Vocational Education (IVE) — Sep 2020 – Jun 2024
Digital content creation & multimedia technology

PORTFOLIO

Personal Website	yp-portfolio.pages.dev — full portfolio: 3D, motion graphics, illustration and game work
ArtStation	artstation.com/y_primo — illustration, character design and 3D work
2D Animation Showreel	Watch on Google Drive — hand-drawn, 24fps
3D Animation Showreel	Watch on Google Drive — Blender, 24fps
Project Portfolio	View on Google Drive — promotional material and selected assets
Short-Form Video	youtube.com/@PuzzleShorts-Rac — 9:16 templated batch production

Availability: immediate · Weekdays fully available (UTC+8) · Expected salary: negotiable / on request