



MENG ZHIQUN

MOTION DIRECTOR
Creative Technologist
www.opexstudios.com

Profile

Motion Lead with experience in different stages of production for advertising, marketing videos for games. Skilled in javascript, automation and workflow development.
Husband of a lovely wife. Dad of one. Dog lover.

Features

Automation | SpotifyAPI

Starbucks Motion Works

Most Creative Award
FIRST Film Festival | Nov 2012
2012 Stopmotion "Marina Bay Sands" won Most Creative Award for FiRST Film Festival and was featured on The Newspaper.

2012 PledgeSG Stopmotion
was featured on The Newspaper.

NSF Recognition Award
NSF Recognition Award for Singapore Police Force.

Formal Education

Nanyang Polytechnic
Digital Media Design, Animation
2005 - 2008

Sembawang Secondary School
2001 - 2004

Social | Contact

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Experience

- Super Free Games (Singapore)** May 2018 - Sept 2023
 - Lead Motion Artist**
Besides managing the motion team and creating high performing videos for SFG, I also initiated to create a automated video generation tool. Subsequently teaming up with the Internal Tools Team, User Acquisition and Project Managers, we successfully developed this data-centric automated video generation tool which increased video production by approximately 20 folds.
 - Senior Motion Graphics Artist**
As a Senior Motion Graphics Artist, it was my responsibility to guide and assist the team relating but not limited to Motion. To create a more efficiently pipeline, I've developed tools such as an in-house autorig script, an organise project files script, a font collect script and an online asset downloader for After Effects to streamline work processes. This promoted efficiency, sped up workflow and saved costs.
 - Motion Graphics Artist**
Working closely with the Project Managers and the User acquisition team, my main focus was to research and create top performing videos, which includes both videography and motion graphics, to market our games. This was also when I had the opportunity to pick up extendscript scripting for Adobe After Effects, which helped streamline the team's workflows and processes.
- Possible Worldwide | Wunderman** Nov 2016 - 2018
 - Motion Graphics Animator**
Entering the WPP family, I had the opportunity to work on major accounts. This was where I learned the art of creating concepts, honed my skills in storytelling and focused more on the bigger picture being told by the fusion of crafts. The merger of Possible and Wunderman has also given me the opportunity to work on different projects with a diverse team.
- alice | Senior Motion Graphics Animator** May 2015 - Oct 2016
 - At Alice, I took on a senior role. Besides crafting Illustrations, 3d, Motion Graphics, Storyboarding, and Color Correction, I am also meeting clients to discuss the requirements and expectations of the projects, to breakdown job requirements, conceptualizing, creating timelines for the team and to ensure deadlines are met.
- Click2View | Motion Graphics Artist** April 2014 - May 2015
 - At Click2view, I was in-charge of Illustrations, storyboarding, 3d and motion graphics.
- For earlier job experiences, please visit my LinkedIn profile.