



WENG SHAN LIM

Animator and Designer.

I'm an Animation Director and Graphic Designer with a deep passion for exploring diverse animation fields, be it 2D, 3D, or Stop-Motion. Due to my graphic design background, I am skilled in industry workflows and proficient in Adobe Creative Suite. I adapt quickly to new software and am always eager to expand my skill set, committed to producing high-quality, creative outcomes through dedication and hard work.

// CONTACT

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// LANGUAGES

- English (Proficient)
- Mandarin (Proficient)
- Malay (Intermediate)
- Hokkien (Intermediate)
- Cantonese (Intermediate)
- Korean (Elementary)

// AWARDS

Sensasi

Winner:

- XI Festival Universitario Audiovisual Embrión

Finalist:

- 2023 Lift-Off Global Network
- 2023 Student World Impact Film Festival
- 2024 Taylor's University Film Festival

Official Selection:

- 34th Cinemagic Young Filmmaker
- 2024 Tricky Women Try Realities

Honourable Mention:

- 19th Mini Film Festival
- Punto y Raya - Student Category

// EDUCATIONS

Royal College of Art, UK (Sep 2023 - Aug 2024)

- Master of Art in Animation

University for the Creative Arts, UK (Sep 2021 - Jun 2023)

- Bachelor of Art (Honours) in Animation

Sunway University, Malaysia (March 2018 - Jun 2020)

- Diploma in Graphic and Multimedia Design

// WORK EXPERIENCE

Neoasia (M) Sdn Bhd - Petaling Jaya, Malaysia (Apr 2025 - Sep 2025)

- Position: Junior Multimedia Designer (6 months)
- Responsibility:
 - Producing all e-commerce related artwork like banner in various sizes, product thumbnails and infographics (contents and reference provided)
 - Supporting marketer in producing promotional contents of different forms, i.e. static post, motion graphics, promotion video and animated contents

GREEN-i Multimedia Sdn Bhd - Puchong, Malaysia (Jan 2020 - Feb 2020)

- Position: Internship (2 months)
- Responsibility:
 - Responsible in updating the contents (provided) to the client's website and social media
 - Producing relevant visuals for client's social media account
 - Knowledge of the process for producing social media contents

// PROJECT EXPERIENCE

- **Motion Effects Artist** for Seven Days of the Cad'ota: Day 3 Exhibition, Shanghai (2025)
- **Director and Animator** for Existence (2024), Sensasi (2023), Differences (2022) and I Want Sleep (2022)
- **Producer and Animator** for Cancer Awareness for Teens and Twenties (CATTs) (2022)

// SKILLS

- Knowledge for professional softwares including:
 1. **Adobe Creative Suite** (Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Adobe Audition, Adobe Animate)
 2. **TVPaint Animation**
 3. 3D software for animation and basic modeling (**Autodesk Maya, Blender**)
- Knowledge for Office software including:
 1. Word processors (MS Word, Google Doc)
 2. Presentation softwares (MS PPT, Apple Keynote, Google Slide, Canva)
 3. Team Management and collaboration softwares (Notion, Miro, Trello)

Graphic Design: branding, packaging design, poster design

Animation: storyboarding, animating, film editing, sound design and editing

- Ability to work in groups professionally
- Good time management skills

