

Lysander Wong

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Skills

Animation

Stop-Motion, Paper Cutout, 2D
Traditional/Digital

Software

Dragonframe, TV Paint,
Photoshop, Premiere Pro,
Illustrator, After Effects, Unity

Computer

HTML, CSS, Javascript, C#,
MATLAB

Education

Central Saint Martins, University of the Arts London

MA Character Animation
2023 - 2025

Northwestern University

BS Materials Science &
Engineering
2018 - 2022

Capstone in Media Arts &
Game Design



Experience

Co-Founder, *bugbyte*

Mar 2024 - ongoing

Creative collective running workshops, screenings, and other events, with a focus on animation, craft, & sustainability.

Director, "Foreign Bodies"

Jan - Jun 2025

Directed & animated paper cut-out stop-motion graduation film exploring bodies and self-image

Director, "Bodily Cravings"

Oct 2024 - Jan 2025

Collaborated with MA Screenwriting students for 1 min film, made in paper cut-out stop-motion

Director, "OverThreaded"

Apr - Jun 2024

London International Animation Festival

Directed & animated stop-motion trailer for Abstract Showcase programme, with team of 3 animators.

Vice President of Creative Design, *Simply Sci* (prev. *Caped Clinicians*)

May 2021 - Dec 2022

Managed team of 5 illustrators producing educational graphic novels & illustrations encouraging STEM interest and literacy for young learners.

2D Animator, "Shelf Life"

Sep 2021 - Jun 2022

Designed, storyboarded, and animated 2D introduction clip based on themes & script of stop-motion short film

2D Animator, "Meridian Transmissions"

Jun - Aug 2021

Animated 2D characters and effects for a 360° VR film using equirectangular projection mapping.

Awards

UAL Future 50: Founders & Freelancers 2024

Runner-Up, *UAL Pitch It: Creative Enterprise Fund* 2024

Awarded for *bugbyte* project offering accessible, stop-motion animation workshops for young people, with focus on sustainability and reclaimed materials