



## ABOUT ME

I am an animator and artist, I seek to bring characters to life through story and animation. There's something powerful about animation in the way it commands emotions and its limitless potential for storytelling. Looking to improve my craft and expand my horizons through challenge and cooperation.

## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

BFA (Animation)  
2021

Course of study included life drawing, narrative development and storyboarding, 2D and 3D animation principles, rigging, cartoon and naturalistic animation.

## SOFTWARE

Autodesk Maya  
Adobe Photoshop  
Adobe Premiere  
Adobe After Effects  
Toon Boom Harmony  
Storyboard Pro 7  
Maxon Cinema 4D  
Clip Studio Paint  
Procreate 5  
Microsoft Office

## SKILLS

Naturalistic Animation  
Cartoon Animation  
Storyboarding  
Character Design  
Illustration  
Communications  
Coordination and Management  
Translations (English <-> Chinese)

## SUMMARY OF QUALIFICATIONS

3D Animator and storyboard artist with a penchant for telling tall tales and jokes. Trained and knowledgeable in Autodesk Maya, the production pipeline and Storyboard Pro.

## EXPERIENCE

### DIVING BELLE

*Director and Producer*

April 2020 – Present

A 3D animated short film. Coordinated and directed a global team of 30+ individuals at the height of the COVID-19 pandemic, via Discord and Google Drive. Worked on concept art and storyboarding utilizing Storyboard Pro and animating through Autodesk Maya.

### INFINEDGE

*Freelance Lead Animator*

February 2021 – Present

Worked remotely on Grago, a top-down exploration video game. Utilizing Autodesk Maya, Arnold and AiToonShader to develop the look of the lead character before moving to aid in animating and exporting the animation to Unity.

### Wasteland Delivery

*Prop Designer*

October 2020 - December 2020

Worked remotely in Procreate to concept and design props for a 2D animated film.

### HAMSTER RUN

*Lead Animator*

June 2020 – July 2020

A 3D animated short film. Key posed and animated various characters and props through Autodesk Maya. Assisted Director in organizing other animators as well as providing feedback, draw overs and assistance.

### RONG HUI

*Animator*

September 2019 - May 2020

A 2D/3D hybrid animated short film. Worked directly with the director to bring the main character to life in Autodesk Maya.

### CAYA

*2D Rough Animator/Modeler/Texture Artist*

September 2019 – November 2019

A 2D/3D hybrid animated short film. Aided in the creation of rough animation tests, then went on to model and texture environment objects via photoshop and Autodesk Maya.

## AWARDS AND ACHIEVEMENTS

Academic Scholarship to SCAD (2017)  
Achievement Scholarship to SCAD (2017)  
Dean's List (2019)