

Award Winner: Rank A in Rookie of the Year | Game Development by The Rookies Awards

Evaluated by over 140 industry professionals; top 18% out of 40,000 entrants, ranked as industry-ready level.

EDUCATION

University of Southern California, BFA in Interactive Entertainment and Game Design Aug 2022 - Aug 2025

- 3.933/4.0 GPA with Video Game Programming minor emphasizing on C++ programming

3dsense Media School, WSQ Diploma in Media (Visual Graphics) Jul 2021 - Jul 2022

- Specialized in 3D game animation using Maya, and studied modeling, texturing, rigging and skinning

EXPERIENCE

Nice Dream Games - *Goodnight Universe* Jan 2024 - Present

3D Animator

- **Skillfully create or augment existing animations:** Hand-key or clean up Mocap data in Maya to produce stylized animations for dialogue and action scenes; or edit animations directly in Unity to serve new bespoke purposes.
- **Take charge of implementing animations in Unity:** Use Unity's Timeline, animation system and Playmaker visual scripting plugin to implement animations directly in scene in accordance to narrative script.
- **Adapt and problem solve on scene-specific animation and rigging issues:** Solve technical issues related to animation such as constraints, event calling and translation offsets.
- **Actively participate in general script-reading, ideation processes and review meetings:** Collaborate closely with team members to develop script ideas and creative solutions to ensure project success while remaining within scope.

Sony Immersive Music Studios Jun 2023 - Aug 2023

Immersive Entertainment Intern

- **Spearheaded Rapid Prototyping of Immersive Experiences:** Utilized Unreal Engine 5, a mixture of visual scripting and C++ programming, emphasizing on stylized virtual environments and utilization of the Metahuman framework.
- **Assumed Responsibility for Animation Creation and Implementation:** Leveraged Maya and cutting-edge mocap technology to bring prototypes to life.
- **Pitched Captivating Immersive Prototypes:** Presented to diverse teams both domestically and internationally within Sony, effectively highlighting their potential and value.

Ajax Group LLP - Tesseract: War of Being Feb 2023 - Apr 2023

Freelance Mocap Character Animator - Music video virtually produced and animated in Unreal Engine 5

- **Diligently Refined Motion Capture Data Within Unreal Engine 5:** Crafted cinematic sequences featuring intense samurai sword fights for music video with over 1 million views.
- **Enhanced Quality of Animations:** Leveraged Sequencer, constraints, and spatial adjustments and skillfully incorporated exaggerated poses and impactful movements for heightened visual impact.

PROJECTS

Unchained Aug 2024 - Present

Rigger and Technical Artist - 3D turn-based RPG made in Unity

- **Create and implement game-ready character rigs in Maya:** Optimize rig functionality and usability for animators, and ensure character rigs are properly imported into Unity.
- **Engineer custom shaders and visual effects in Unity:** Leverage Shader Graphs and C# scripting to enhance the visuals rendered in the game, such as creating custom outline shaders for characters.

Blindsight: War of the Wardens Aug 2022 - May 2023

Lead Animator - 3D third-person martial arts game made in Unity by a team of over 70 students

- **Spearheaded a Globally Distributed Team:** Demonstrated leadership in orchestrating 8 animators' efforts, meticulously planning animation pipeline, and providing valuable guidance and approvals throughout the process.
- **Skillfully Refined Motion Capture Data in Maya:** Cleaned mocap data for 35 unique humanoid animations, including locomotion, combat sequences, and cinematic finisher moves.
- **Collaborated with Professional Actors in Motion Capture Stage:** Learned to use Motive and communicated with Hollywood stunt actors in industry standard motion capture stage to get the best performance.
- **Exemplified Technical Proficiency in Bug Fixing:** Consistently liaised with director, designers and engineers, effectively identifying and resolving animation and rigging bugs that would break the game.

SKILLS

Maya, Unity, Unreal Engine 5, C++, C#, Python, Java, Metahuman, Perforce, GitHub, Motive, Zbrush, Marmoset, Adobe Substance Painter, Premiere Pro, After Effects, Photoshop, Clip Studio Paint Pro, ClickUp, Google Suite, Microsoft Office