

SUMMARY

Creative Layout Artist & 3D Animator with 3+ years of experience in AAA games and live-action. Skilled in MotionBuilder and Maya, specializing in mocap cleanup, character animation, camera staging, and previs. Focused on crafting emotionally impactful, narrative-driven scenes.

TECHNICAL SKILLS

Animation

MotionBuilder, Maya

Editing

Premiere Pro, After Effects, Photoshop

Modeling

Z-brush, 3D Coat, Substance Painter

Effect

Blender, PFTrack, Marvelous, Nuke

Game Engine

Unreal Engine 5

KEY COMPETENCIES

- Cinematic camera layout & scene composition
- Character animation (realistic & stylized)
- Mocap integration, clean-up & polish
- Story-driven & emotional storytelling
- Previs & storyboard translation
- Creative ideation & feedback iteration
- Tool adaptability

CERTIFICATION

ITS Python Certification

WORK EXPERIENCE

3D Animator

2019 - 2022

🏢 Digital Frontier TW 📍 Taipei City, Taiwan

The Taiwan branch of the award-winning CGI Production Company is well-known for having the largest motion capture studio in Tokyo, Japan.

- Created cinematic cutscenes and refined motion capture for AAA titles including *Final Fantasy XVI*, *Granblue Fantasy: Relink*, *Like a Dragon 8*, and *Lost Judgment: The Kaito Files*, contributing to sequence editing, camera layout, and mocap integration.
- Worked on 2D animation series such as *Akudama Drive* and *Yowamushi Pedal S5*, handling 3D camera/character layout, rough BG setup, and hand-key animation to enhance stylized storytelling.
- Contributed to *Alice in Borderland S2* (live-action), with responsibilities in VFX character animation, background/prop tracking, and VFX animation design.

Art Decoration Assistant

Mar - July 2023

🏢 LOU LOU Film Studio Co. 📍 Taipei City, Taiwan

Worked on *The Victims' Game S2*, a Netflix Taiwan series known for its realistic set design and strong visual storytelling.

- Supported the art department in set design, prop preparation, and on-set arrangement throughout the production of the series.
- Assisted with scene layouts and spatial composition to maintain visual consistency with the story, director's vision, and overall aesthetic tone.
- Crafted, aged, and modified props to reflect the timeline, setting, atmosphere, and characters' psychological states.

EDUCATION

Master of Digital Media

2024 - Aug 2025

Centre for Digital Media | UBC, SFU, BCIT, ECU

Emphasized collaborative, project-based learning through hands-on experience with real-world clients

- A Gamified Interactive Performance with DigiBC & LBN Media
- Next-Gen Mobile Experiences with Huawei

Bachelor of Computer Animation

2015 - 2019

Computer Animation | Ringling College of Art & Design

Specializing in Character Animation & Storytelling