






Jessica Yu

3D Animator

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To collaborate and create beautiful 3D animations that are polished and showcased to their highest potential. I want to create animations that feel alive and immerse the viewer.

Skills

- 3D Key Animation
- Motion Capture Cleanup
- 2D and 3D Character Design
- Modeling and Sculpting

Software Proficiencies

- **Maya:** Animation, Modeling, Lighting, UV Unwrapping, Rendering, Texturing.
- **3da Max:** Animation.
- **Adobe:** Photoshop, Premiere Pro, InDesign.
- **Unity + Unreal**

Experience

SEPTEMBER 2018 – PRESENT

Associate Animator / Hi-Rez Studios

Created a variety of gameplay animations for SMITE, within design limits for newly released gods and animated emotive scenes such as intros, taunts and deaths, while working closely with experienced developers and artists.

MAY 2018 – SEPTEMBER 2018

Animation Intern / Hi-Rez Studios

3D Animation intern for SMITE, an action MOBA game. Created a variety of original animations for newly released gods and new animations for skins while learning the industry pipeline.

JANUARY 2018 – APRIL 2018

Teacher Assistant / Advanced 3D Character Animation

Assisted students with various homework assignments, giving feedback and providing valuable resources to students to refine their work.

MAY 2017 – APRIL 2018

Animator / Cures and Curios

An HTC VIVE VR potion making video game consisting of 23 total members. Am the lead character animator. Also worked on character design and developed props and textures for the environment.

APRIL 2016 – SEPTEMBER 2016

Windows Hello / Microsoft Contractor

Assisted in the improvement of Windows Hello facial recognition by collecting scan data from volunteers.

Education

SEPTEMBER 2014 – APRIL 2018

BFA in Digital Arts and Animation / DigiPen, Redmond, WA

A 4-year program studying a variety of art skills from 2D and 3D animation, illustration, 3D modeling, etc.