Ethan Yu

Character/Creature Designer and Animator

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Academic Projects:

Animator		Sep	201	9 –	Dec	201	19
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Excalibots (3D Game Project)

- Worked in a team of 16
- Created animation sets for two NPCs and one Enemy

Creature Designer, Animator ----- Sep 2018 - Aug 2019

Kisuk: The Raven's Light (3D Game Project)

- Contributed to a team of 15
- Designed and modeled all in-game enemies
- Animated enemy movement and attack patterns

Character Designer, Animator, Producer ----- Sep 2017 - Apr 2018

Delivery, Sign Here (2D Film Project)

- Collaborated with a team of 6 artists
- Conceptualized and animated the main antagonist
- Assisted in storyboard, character animation, art direction, clean-up
- Organized Team Meetings and Production Checklist

Work Experience:

Teaching Assistant ------ Sep 2017 - Present

DigiPen Institute of Technology, Redmond, WA

- Aiding professors and students both in and out of class
- Covered Animation, Layouts, Comics and Animal Anatomy

Education:

DigiPen Institute of Technology, Redmond, WA ------ Sep 2016 - Apr 2020 Expected

• Bachelor of Fine Arts in Digital Arts and Animation

University of Washington, Seattle, WA | Sep 2015 – Jun 2016

Skills:

- Concept/Illustration
- 2D and 3D production pipeline
- 2D and 3D Animation
- Digital Sculpting
- Painting
- 3D Modeling
- Rendering/Lighting
- PRB Texturing

Software:

- Adobe Photoshop
- Autodesk Maya
- TVPaint
- ZBrush
- Adobe Animate
- Adobe Premiere
- Storyboard Pro
- KeyShot
- Substance Painter
- Adobe Illustrator

Awards/Honors:

Dean's List
DigiPen Institute of Technology