

## OBJECTIVES

- To develop my skills as an animator within a collaborate work environment that utilizes my knowledge of Drawing, Animation and Storytelling.
- To inspire and be inspired.

## SKILLS

3D Animation, Rigging, Video Editing, Storyboarding, 2D Animation, Character Design, Web Design, bilingual in Mandarin and English.

Software: Maya, Illustrator, Flash, AfterEffects, Photoshop, Flip Book, Painter, and Manga Studios EX.

## EXPERIENCE

Proficient in Maya with more than three years of animation experience including: Character design, Rigging, and modeling including two years experience as a comic book artist who worked in the professional field of manga publishing. My education have also given me a solid background in traditional 2D Animation as well as story-boarding.

2009 - Present

**King of RPGs Volume 2**

Continuation of the story and it is currently a work in progress. Scheduled to complete first draft in 2010.

2008 - 2009

**King of RPGs Volume 1**

Published by Del Rey

[www.kingofrpgs.com](http://www.kingofrpgs.com)

I worked on the character designs, penciling, inking, lettering, and toning of the pages including any additional revisions to the final version. King of RPGs due to release in January 19th, 2010. [Buy me!](#)

## EDUCATION

2005 - 2008

**Academy of Art University: San Francisco, CA**

Bachelor of Fine Arts - 3D Char. Animation

## RELATED COURSES

- Figure Drawing
- Figure Modeling
- Perspective
- 3D Advanced Animation (Maya)
- Intro to Game Animation

- Introduction to Storyboarding and Animatics
- Character Development in Animation
- Introduction to Anatomy
- 3D Character Design & Setup (Rigging)