



3D Character Animator

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www.linkedin.com/in/vliu3d

EDUCATION

GNOMON School of Visual Effects, Games & Animation

April 2017 - March 2020

Entertainment Design and Digital Production with an emphasis in Character/Creature Animation

EXPERIENCE

Paper Triangles

June 2021 - Current

Freelance 3D Animator

Worked on various filters for social media apps as an Animator.

Jin Tea Shop

Aug 2020 - Current

Barista Supervisor

Moonbug

June 2022 - July 2022

Animator

Responsible for one episode which included laying out the scene, animating the camera, blocking and polishing.

WET Design

February 2022 - March 2022

3D Animator

Animated creatures for water feature shows.

Rouge Mocap

July 12, 2021 - July 23, 2021

Junior Animator

Worked with Maya and Motionbuilder. Cleaned and polished animations.

Jim Hensons Creature Shop

April 1, 2021 - April 26, 2021

3D Animator

Cleaned up animations from motion capture.

SKILLS

 Maya/MotionBuilder