

JUNWEN YU

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Summary

Animation student pursuing Master degree seeks entry-level fulltime job opportunity in visual development and design. Skilled in 3d animation and drawing. Adaptable and driven with strong work ethic and motivation to thrive in team-based or individually motivated settings.

Skills

- Concept art development
- Art styles and techniques
- 3D animation
- 2D animation: Familiar with TVPaint, able to do key frame and in-between.
- Drawing and sketching
- Adobe After Effects
- 3d software: Cinema 4D, Maya
- Render Engine: Octane, Redshift, Arnold, Cinema4d standard
- sculpting software : Zbrush
- Rigging in Maya.
- Texture: Substance Painter, Mari
- Houdini : Can search tutorials and get required results.

Experience

- 09/2020 - 12/2020 **Concept Artist**
Digital
Domain, Shanghai
Shanghai, China
 - Collaborated with the director to do character designs .
 - Did concept for Arknights and Ubisoft's collaborative game CG trailer.
 - Made artistic 3d render shader styleframes for video advertising and game trailer.
- 05/2019 - 07/2019 **Design Intern**
Logan TV
Los Angeles, CA
 - Collaborated with directors to translate messaging concepts into creative, engaging moodboard or styleframe.
 - Contributed to developing arts for SK-II, snap chat, linkedin video advertising with Cinema 4D, Octane render.

Education and Training

- Expected in 05/2022 **Master of Arts** in Animation&Digital Art
Los Angeles, CA University of Southern California
- 06/2018 **Bachelor of Arts** in Animation
Beijing , China Communication University of China

Websites, Portfolios, Profiles

- junweny.com
- vimeo.com/innersol