

SHU YU (SUSIE) ZHANG

www.susieshuyuzhang.com

100 Shawan Rd, Unit 507 Hunt Valley, MD 21030
713-360-8238 (cell), susieshuyuzhang@gmail.com

WORK / PROJECT EXPERIENCE

Animator, *Zenimax Online Studios*, Baltimore MD

July 2018 - Present

- Animated characters and monsters for Elder Scrolls Online on the Content Animation Team
- Staged characters in engine, using new and pre-existing animations to create scenes based on the needs of designers.
- Acted, shot, cleaned up, and implemented motion capture, as well as help with early creation and integration of motion capture pipeline
- Organized and prepared animation packages to communicate content animation needs to the outsourcing team

Freelance Animator, *Outlook VFX*, Baltimore MD

Oct 2020 - Dec 2020

- Animated both acting and action shots for feature film
- Simple camera animation, polishing previs camera movement
- Worked on both facial and full body animations on bipedal, anthropomorphic animal characters, some with multiple limbs

Freelance Animator, "BookEnds", Baltimore MD

May 2018 - June 2018

- Worked with Juilliard to create an AR and Kinect based interactive children's game to be prototyped for a summer program in China
- Animated/Choreographed dance routine, to music, for children to follow along and learn a routine
- Rigged and animated animals that dance and sing to the given music

Lead Animator, *Bloodline Generations* (Indie MOBA)

Dec 2017 - June 2018

- Gave critique and support to animators. Communicated the animators' needs and concerns to the lead designer.
- Troubleshooted, problem solved and communicated rig issues
- Created rough storyboards and layout for cinematic trailer to be created once rigs are complete

Cinematic Artist, *Telltale Games*, San Rafael CA

June 2016 - Nov 2017

- Animated and polished acting by implementing and blending premade animations
- Composed and animated cameras to better portray clarity and mood of shots
- Created layout for scenes based on scripts using given environment and character models
- Worked on Batman Season One and Two, Walking Dead Season Three, Guardians of the Galaxy, and Minecraft Story Mode Season Two

EDUCATION

iAnimate

Oct 2020 - Dec 2020

Game Animation Workshop 2

iAnimate

April 2018 - June 2018

Game Animation Workshop 1

Ringling College of Art and Design

May 2016

Bachelor of Fine Arts, Computer Animation, Sarasota, FL

SKILLS AND ABILITIES

Programs and Tools: Maya, 3Ds MAX, MotionBuilder, Photoshop, Illustrator, Zbrush, Nuke, 3D Coat, Premiere, Renderman, JIRA

Languages: Fluent in Mandarin