

**Sophie
Yu Shu**
3D Animator
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EDUCATION

iAnimate, Remote
Game Workshop one

July - September 2022

School of Visual Arts, New York, NY

2018 - May 2022

Bachelor of Arts, Computer Art, Computer Animation & Visual Effects
GPA: 3.71

Central Academy of Fine Art, Bei Jing, China

2017 - 2018

International Foundation Program, Moving Image Studio
Scholarship 3000 CNY

EXPERIENCE

Animator

May, 2023 - Present

Epicgames - Harmonix Music System, Remote

Work collaborately with other artists in team, provide high quality game animation for Fortnite.

Animation Intern

November, 2022 - May

Epicgames - Harmonix Music System, Remote

Create high quality game animation for Fortnite. Support Mocap animation clean up, create hand key animation and implement in Unreal.

3D Modeling & Animation Intern

August, 2022 - October

Unscrolled, Remote

Worked on an unshipped mobile game. Responsible for asset texturing and Blender animation.

Freelance 3D Artist

September, 2021

YiLi Group, Remote

Worked on Yi Ran Ru Kuang Milk Tea Project. Collaborated with the design team. In charge of character pose design, modeling and Octane rendering.

Orientation Leader & Student Ambassador

Summer 2019 - Fall 2020

School of Visual Arts, NY

Collaborated with team members in events and group meetings. Assisted in sign in and set up events.

PROJECT

Thesis Film 'Scar'

2021 - April 2022

Director & Story

Animation, Character&Asset Modeling, Texturing, Lighting, Layout
FX, Unreal Rendering

SKILLS

Programs

Maya, Unreal4/5, Blender, Houdini, Zbrush, Substance Painter
Full Adobe Suites - Well versed in Photoshop, Premiere Pro, After Effects
Shotgrid, Final Cut Pro, Pro Tools, DaVinci Resolve

Rendering Engine

Arnold, Octane, UE Real time, Eevee, Cycle