

Sophie Yu Shu

Animator

Contact

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(LinkedIn)

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Top Skills

Animation Production

Mocap Clean Up

Maya

Unreal

Adobe Premiere Pro

Adobe PhotoShop

Work History



Epic Games

3 years 5 months

Animator

May 2023 - March 24th 2026

Jersey City, New Jersey, United States Vancouver, British Columbia, Canada

Created Fortnite Content. Hand key animation, mocap clean up in Maya and Unreal. Implementing and debugging animation related issues in builds. Polishing, finalizing and implementing outsourcers with 20 plus emotes animation.

Coaching & On boarding/interviewing animators. Support people with Epic Fortnite pipeline workflow. Tutoring outsourcing animator with tools.

Animation Intern

November 2022 - May 2023

Jersey City, New Jersey, United States

Worked collaboratively with other animators and tech artists. Provide game animation and helped with Mocap clean up for Fortnite.



Unscrolled

3D Modeling & Animation Intern

August 2022 - November 2022 (4 months)

United States

Worked closely with Unity, UI/UX team and other animators, create painterly texture, gameplay animation, rig testing for an educational mobile game.



Yili Group

3D Artist

September 2021 - October 2021 (2 months)

Remote, China

Worked on Yi Ran Ru Kuang Milk Tea Project.

Collaborated with designer, in charge of additional modeling and Octane Rendering.



School of Visual Arts

Orientation Leader & Open House Student Ambassador

August 2019 - August 2020 (1 year 1 month)

New York, United States

Collaborated with team members in events and group meetings.

Assisted in sign in and set up events.

Education

iAnimate

Game Workshop · (July 2022 - October 2022)

School of Visual Arts

Bachelor of Fine Arts - BFA, Computer Art · (September 2018 - May 2022)

Central Academy of Fine Arts

International Foundation Course, Moving Image · (August 2017 - April 2018)