

Emily Chen

2D/3D Animator

Livermore, CA
(206) 673-7775
emichen88@gmail.com
www.neenanu.com

EXPERIENCE

Digital Eclipse Entertainment Partners, Emeryville, CA — *Lead 3D Animator*

Sep. 2018 - Oct. 2023

Worked on projects and pitches as a 3D/2D animator in various styles and mediums.

N.D.A Project, Sep. 2019 - Oct - 2023

- Pixel Art. Maya Animation, Blender Animation.
- Worked on pitch concepts in multiple styles and mediums.
- Worked on out of country games with Maya on characters.

MediEvil, Character Animator, Sep. 2018- Sep. 2019

- Animated multiple characters, enemies, cinematics.
- Polished and critiqued work from a third company.

Jam City, San Francisco, CA — *Spine Animator*

Jan. 2018 - Aug. 2018

Twist (Canceled), Spine animator, Jan. 2018- Aug. 2018

- Rigged and animated characters in Spine.
- Gave feedback and managed tasks for animations.
- Tested rigs and animations with Game Dev.

TinyCo, San Francisco, CA — *Flash Animator*

Nov. 2016 - Dec. 2017

Futurama: The World of Tomorrow

- Character and prop animation for Futurama styled game.

Family Guy: Quest for Stuff

- Character and prop animation for Family Guy styled game.

Sony Playstation, Redwood City, CA — *3D Animator*

April. 2016 - Sep. 2016

Concrete Genie

- Worked on pre-production concepts.
- Explored character movements for each type of enemies.
- Helped explore concepts in the main story.
- Voice acting in trailer.

SKILLS

Maya, Adobe Animate, Spine, Procreate, After Effects, Premier, Procreate, Adobe Photoshop, Pro Motion NG+, Blender, CSP, Unity, Unreal.

EDUCATION

San Jose State University
B.F.A: Animation / Illustration
May 2013