

**Emily Chen** www.neenanu.com | 206.673.7775 | emichen88@gmail.com

## **Experience**

### **Jam City – 2D Animator**

*Jan 2018 – Aug 2018*

- Rig, skin, and animator in Spine on Twist

### **TinyCo – 2D Animator**

*Nov 2016 – Dec 2017*

- Character animator on Family Guy: Quest for Stuff
- Character animator on Futurama: Worlds of Tomorrow

### **Sony PlayStation – 3D Animator on Concrete Genie**

*April – September 2016*

- 3D Animation in Maya on multiple rigs on combat and cinematic scenes
- Frequent use of Unreal Engine, P4 and Maya for animation integrations

### **JuiceBox – 2D Animator, Technical Artist**

*May 2013 – Feb 2016*

- Rig, Skin, Animated, and generated characters in Spine and Unity
- Collaborated with designers on character design for skinning issues
- Effects Animation using Flash and Unity Particle System
- Released HonorBound (2014) and StormBorn (2015)

### **SJSU Short Film: “The Phantom Flush” – Director, Instructor**

*Aug 2015 – Jan 2016*

- Directed and Instructed Advanced Animation course at San Jose State University
- Collaborated with 20+ students to create a finished, short film for Green Ninja Team Season 3

### **SJSU Short Film: “Edith and the Bear” – Lead Animator, Composer**

*Dec 2012 – May 2013*

- 2D character animation, traditional hand-drawn method
- Draw-overs, cleanup, render, and digitally composited in Photoshop, After Effects and Premiere

### **SJSU Short Film: “A Knock On My Door” – Lead Animator, Composer**

*Dec 2012 – May 2013*

- 2D character animation, traditional hand-drawn method
- Draw-overs, cleanup, render, and digitally composited in Photoshop, After Effects and Premiere

### **SJSU Short Film: “Tamara” – Animator**

*June – Jan 2013*

- 3D Animation in Maya

### **SJSU Short Film: “For Goodness Rake” – Director, Animator, and Composer**

*Jan – May 2012*

- 2D character animation, traditional hand-drawn method
- Composited shots using After Effects and Premiere

## **Skills**

- 2D and 3D Animation, Autodesk Maya, Unity (VFX/Integration), Spine (rig, skin, animation)
- Unreal, Unity, P4, Adobe Flash, Photoshop, Illustrator, After Effects, Premiere

## **Education**

San Jose State University, San Jose, CA – BFA Animation/Illustration, Spring 2013