

Emily Chen

2D/3D Senior Animator

Livermore, CA

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www.neenanu.com

PW for recruiters: averteye

EXPERIENCE

Scopely, (remote) — *Senior Animator*

Feb 2024 - June 2026

Monopoly GO!, Feb 2024 - June 2026

- Maya Character Animation, UI/UX Animator/previs in Animate/Unity.

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

Sep. 2018 - Oct. 2023

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.

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

- Pre-production concepts.
- Explored character movements for each type of enemies.
- Voice acting in trailer.

SKILLS

Toon Boom Harmony, Maya, Adobe Animate, Spine, Procreate, After Effects, Premier, Procreate, Adobe Photoshop, Pro Motion NG+, Blender, CSP, Unity, Unreal, Perforce, Unity Hub, GitHub, Fork.

EDUCATION

San Jose State University

B.F.A: Animation / Illustration
May 2013