



Vera Yuan

3D Character Animator

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Experience

Student Animator - Studio X (Academy of Art University school studio)

San Francisco, CA
2021 - 2022

- Created character animation for Norman Rockwell (Game) project
- cleaned up and improved creature animation for VR monster (game) project
- created creature animation for Dark Side of Moon (short film) project
- created a layout sequence for Flicker (Animation short) project
- cleaned up mocap data and created a layout sequence for Aurora (Animation short) project

Architectural Renderer / 3D Artist (volunteer) - Think Round, Inc.

San Francisco, CA
2023

- Designed the 2nd-floor exhibition room
- Create 3D models and layouts for the exhibition room
- Created rendered animation for the exhibition room

3D modeler & 2D concept designer (volunteer) - Rebecca Everlene Trust Company

Chicago, IL
(Virtual)
2023

- Created concept art for mobile game character
- Created 3D models for mobile game character

Skills

- 3D Animation
- 2D Animation
- 3D modeling & Texturing
- Storyboarding
- Lighting and rendering
- Digital Editing
- Concept Design
- Illustration
- Rigging

Software

- Autodesk Maya
- Adobe Premiere
- Zbrush
- Substance 3D Painter
- Shotgrid
- Adobe After Effects
- ToonBoom Harmony
- Blender
- Nuke
- Unreal Engine

Education

Academy of Art University
School of Animation & Visual Effects

2017 - 2022

- Bachelor of Fine Arts, emphasis in 3D Character Animation

Sheridan College

2023 - 2024

- Computer Animation Program
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Awards

Academy of Art University Spring show 2019 & 2020

- Works selected in Foundation department

Languages

English, Mandarin