

# JENNY CHAU

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## OBJECTIVE

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To work in a comfortable and creative environment where I can continue to develop my skills as an animator and artist.

## EXPERIENCE

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### **2008-2010 Icarus Studios**

Cary, NC

*Animator*

Shipped ***Dexter*** for the iphone

- Motion captured for Dexter cinematics
- Cleaned up mocap data for cinematics
- Key framed facial animation for characters

Shipped ***Fallen Earth***

- Key frame animated characters and creatures
- Motion captured for characters
- Cleaned mocap data and applied to characters

Virtual Performance Factory

- Motion captured and cleaned data
- Key frame animated characters for cinematics

### **2006–2007 Turbine Inc.**

Westwood, MA

*Contract Animator*

Shipped ***Lord of the Rings Online Shadows of Angmar***

- Key frame animated swims for creatures
- Polished outsourced animation
- Animated particles

## EDUCATION

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### **2009-2011 Animation Mentor**

- Graduated in July 2011

### **2002–2006 Savannah College of Art and Design**

B.F.A. Animation

- Graduated in June 2006



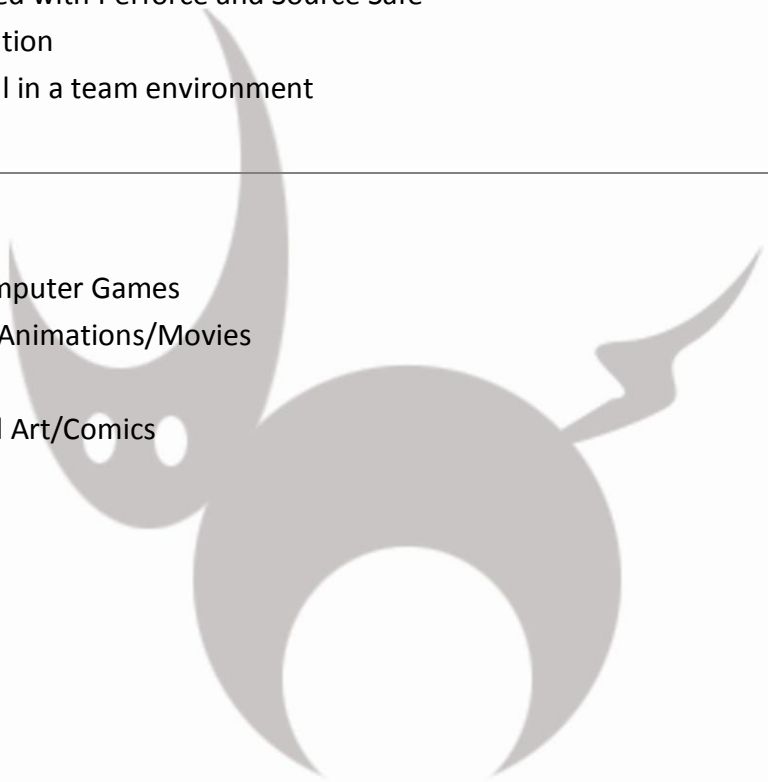
SKILLS

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Autodesk **Maya**  
Autodesk **3D Studio Max**  
Motion Capture and Mocap Cleanup  
Life drawing  
Experienced with Perforce and Source Safe  
2-D Animation  
Works well in a team environment

INTERESTS

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Animation  
Video/Computer Games  
Watching Animations/Movies  
Drawing  
Sequential Art/Comics  
Cooking