

HSU SZE YUN JOAN

hsujoan@gmail.com
http://www.joananimates.com
+65 9457-9672 (Mobile)

Profile

I am a very energetic, animated and amicable person, who enjoys creating fun and creative animations that seek to entertain a wide variety of audience. I am constantly seeking to improve myself and the quality of my work in the midst of challenging situations.

Educational Qualifications

Bachelor of Fine Arts (BFA) in Digital Animation (2010)

School of Art Design and Media, Nanyang Technological University of Singapore

Work Experience

Animator at Ubisoft Singapore

2014 – present Unannounced project

Junior Animator at Ubisoft Singapore

2014 Assassin's Creed Rogue

- Responsible for appropriating mocap animation, and animating cameras for in-game cinematics to achieve AAA game quality

2013 Assassin's Creed IV Black Flag

- Responsible for developing the animation design for sharks and whales

2012 Assassin's Creed III

- Assisted in appropriating mocap animation for in-game cinematics

Animator at Tiny Island Productions Pte Ltd

2010 – 2011 Dream Defenders

- Responsible for keyframe animation for TV series quality

Ben 10: Destroy All Aliens

- Responsible for keyframe animation for Telemovie quality

Relevant Software Skills

Autodesk Maya

Autodesk 3DSMax

Autodesk Motion Builder

Adobe Photoshop

Adobe After Effects

Final Cut Pro

Adobe Premiere Pro

Animo

Framethief

Language Proficiency

English

Native

Mandarin

Professional working proficiency

Japanese

Elementary