

Yan Ke CG ANIMATOR yansheuw@gmail.com

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Yan Ke is a CG Animator experienced in animation on AAA games, film and TV. She has worked on a range of animation styles from the realistic to the cartoony for bipeds and quadrupeds. Her artistic range is matched by her technical ability to solve complex animation problems.

SOFTWARE: Advanced in Maya, Motion Builder, Photoshop.

EXPERIENCE:

LIFELONG FRIENDSHIP SOCIETY 10.2011- 11.2011

3D Animator

Workday, responsible for layout and animation. The way this project is presented is very interesting. There was a main screen in the center, two small screens on the side, and two projectors that can swing out and project videos onto the side walls. Also there were projectors that can project video on to air-filled spheres and cubes.

DUCK STUDIO 08.2011-09.2011

3D Character Animator

COX Wireless: Back to School, responsible for character animation. The acting of this project lies heavily in body language, since the characters only have dot eyes.

Poptarts, responsible for character animation, create opening shot, and second shot.

CURIOUS PICTURES 2006- 2011

3D Character Animator

DexKnows, responsible for layout.

Homefront, Created action animation cycles for soldiers.

Dance Central 1 & 2(not released yet), Retargeting. Animated inbetweens for segmented/broken mocap data. Trouble shooting "floaty" animation.

ROCKBAND I, II, The Beatles, Green day, Facial/Body Animation, Labeling in Vicon, Retargeting.

Little Spirit NBC special, Character animation, an 45min TV Christmas animation special.

Chicago 10, Sundance film festival opening night film, directed by Brett Morgan, Character animation over mocap data

SHILO 08.2007-01.2008

3D Character Animator / Generalist

Eti Chocolate, create assets and rigs, dolphin animation.

OLAY, rigging and animation.

LAWRYS, worked on logo modeling and rendering

Puppet show, hand puppet animation, hair dynamic animation.

Metlife: Everybody into the pool, 2 min. animation, animated Snoopy in CG then the animation was sent to 2D studio to trace over.

PANDAPANTHER 03.2007-05.2007

3D Animator/ Generalist

Miller Number, animation, modeling, texturing, partial lighting and rendering

MTV Climate Change Series, animation, rendering

EDUCATION:

SCHOOL OF VISUAL ARTS

Master of Fine Art in Computer Art, May 2006

CHIAO TUNG NATIONAL UNIVERSITY, TAIWAN

Bachelor of Science from department of Computer Science, June 2003