

SCOTT YEN CHIA TSENG
3D Character Animator

PROFILE

3D character animator skilled in creating realistic and believable character animations using a variety of technical skills and tools. Enthusiastic team player with strong collaboration and organization skills and a fundamental knowledge of the animation pipeline.

EDUCATION

Master of Fine Arts in 3D Character Animation (2017 - 2019)

School of Animation & Visual Effects
Academy of Art University, San Francisco, CA

Master of Science in Electrical Engineering (2013 - 2015)

National Tsing Hua University, Hsinchu, Taiwan

WORK EXPERIENCE

Previs Animator The Third Floor Inc. (2020)

- Arranged characters, environment and props to make a basic layout for the story script. Animated camera layouts according to the director's description.
 - Animated characters and effects to quickly visualize the purpose of shots. Worked with supervisors to modify the layout according to director's daily notes.
 - Communicated with asset creators for additional props or modification to characters or environments.
 - Cleaned up mo-cap animations and augmented with key frame animations.
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SIDE PROJECTS

3D Animator *Crashed* — 3D Animated Short Film (2017 - Present)

- Supervise concept art and 3D modeling production. Collaborate with the team through production meetings and manage workflows via Shotgun and Box. Give and receive feedback and make adjustments, edits and cuts as necessary.
- Developed preliminary story and idea and designed the pipeline. Modified rigs for existing assets. Personally animated 120 character seconds. Ran technical tests on models, rigs, texture and animation to ensure deliverable files.

CONTACT

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DEMO REEL

vimeo.com/387372378

SKILLS

Character Animation
Animation Dialogue
3D Previs / Layout
Mo-Cap Animation
Acting & Expressivity
Story Development
Production Management
Scripting & Algorithms
QA/Technical Testing
3D Modeling

TOOLS

Autodesk Maya
Adobe Photoshop
Adobe Premiere Pro
Pixologic ZBrush
Shotgun

LANGUAGES

English
Chinese