

Sean Yeung

Animator and Music Producer

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Education

San Jose State University
BFA in Animation/Illustration
(2016-2021).
Concentration in 3D Animation

Relevant Skills

- 3D and 2D character animation
- Music/SFX production
- Foley recording, sound processing
- Lighting

Software Skillset

Autodesk Maya
Toon Boom Harmony
Toon Boom Storyboard
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Adobe InDesign
FL Studio
Google Suite
(Slides, Sheets, Docs)

Other Interests

- Produces electronic music as a solo artist, and in collaboration with other artists.
- Creates animated loops in sync with music for simple music videos
- Enjoys photography (scenic, portrait, urban, etc.)

Experience

Riot Games - Champions Team Animation Intern (Summer 2021)

- Produced multiple animations for various playable characters in "League of Legends".
- Participated in production meetings to provide and receive feedback for gameplay features in addition to animations.
- Collaborated with a mentor and other artists to refine my animations with an emphasis on good posing, timing and character consistency.

Rowdy Rumble - Music Producer/Foley Processor (Spring 2020 BFA Project)

- Produced music, and recorded/processed sfx for "Rowdy Rumble", a 2.5D fighting game.
- Created two pieces of music, and sfx for running, jumping, attacks, impacts, and voices.

Centaur Hunter - Animator (House of Chai 2019)

- Animated and cleaned up multiple shots on the "Centaur Hunter" Independent film
- Collaborated with many different artists to optimize shot transitions
- Contributed to story development in early stages of ideation

ShrunkenHeadMan Club Photographer (Fall 2018 - Present)

- Captured memorable moments in club history (speaker events, meetings, and seminars)
- Edited and selected the most optimal photos to be shared on the official group page

Teaching Assistant - Animation (3D and 2D) (Fall 2018 - Fall 2019)

- Provided feedback and guidance to students enrolled in 3D and 2D animation courses.
- Often provided feedback outside of classroom hours, via email and text

Coming Home - Animator/Music/Foley Artist (Spring 2019 BFA Project)

- Animated shots with multiple characters in Toon Boom Harmony in a collaborative environment
- Handled a majority of sound processing/editing/production whilst juggling animation deadlines
- Composed a soundtrack and SFX that won "Best Sound" at FPS Fest Spring 2019
- Coordinated with talent from across the nation to assemble a cohesive musical story

Anxious Pets Mobile Game - Puppet Animator (Spring 2018 BFA Project)

- Animated the main in-game character in Toon Boom Harmony
- Walking cycles, sitting down, getting up, and idle animations.