

Sean Yeung – 3D Character Animator

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<https://seanyeung.com/>

Skills

- Character Animation • Adaptability • Video Editing • Game Implementation
- Communication Skills • Problem Solving • Collaboration • Audio/Music

Relevant Software

- Maya • Adobe Photoshop • Adobe Illustrator • Adobe After Effects
- Adobe Premiere • Ableton • Unreal • Google Suite • Unreal Engine 5

Experience

Jul 2025 - Present



Superseed Studios, Los Angeles, CA - Animator

- Provided exploratory animations for early exploration for VR experiences.
- Participated in daily reviews, rapidly implementing feedback and discovering new workflows
- Edited motion capture data to improve cartoony feel, implemented into Unreal Engine.

Oct 2021 - Oct 2024



Riot Games, Los Angeles, CA - Animation Artist I - II on "League of Legends"

- Designed and implemented various character animations with unique state machine setups
- Collaborated with tech artists and engineers to solve isolated animation logic issues
- Provided feedback to internal and outsourcing teams to maintain studio style
- Performed pre-production, oversaw production and post-production on main-line cosmetic skins.
- Explored and iterated new animations for experimental content on various game modes.

Jun 2021 - Aug 2021



Riot Games, Los Angeles, CA - Animation Intern on "League of Legends"

- Learned game animation processes and best practices for in-engine implementation
- Collaboration with senior talent via mentorships to create shippable animations on new champions
- Authoring early pre-production animations for upcoming character updates

Education

Aug 2016 - Jun 2021

San Jose State University, San Jose, CA - BFA Animation/Illustration

