Sean Yeung - 3D Character Animator

2246 Scenic Park Street Thousand Oaks, CA, 91362 (805) 405 8843 esspy3@gmail.com

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

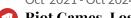
Jul 2025 - Present



Superseed Studios, Los Angeles, CA - Animator

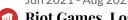
- Provided exploratory animations for early exploration for VR experiences.
- Participated in daily reviews, rapidly implementing feedback and discovering new workflows
- Edited motion capture data to improve cartoony feel, implemented into Unreal Engine.

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