

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

Experience

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 - May 2021

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

- Contributed early story explorations and 2D animations for a short film, "Centaur Hunter"
- Offered guidance and artistic feedback as a Teacher's Assistant to students enrolled in 2D/3D animation courses at SJSU.