



# Yue (Annie) Zhu

Animator/Designer/3D Artist

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## Education

**The University of Edinburgh** **Edinburgh, UK**  
**Design and Digital Media, MSc** **2020-2021**

### COURSE WORK

- ◆ Design for Interactive Media, Dr. Jules Rawlinson
- ◆ Game Design Studio, Dr. Andrew Connor
- ◆ Dynamic Web Design, Dr. John Lee
- ◆ Digital Playgrounds for the Online Public, Dr. Denitsa Petrova

**School of Visual Arts** **New York, NY**  
**Bachelor of Fine Arts in Animation** **2015-2019**

### COURSE WORK

- ◆ Story Pitch, James Grimaldi
- ◆ Advanced Animation Workshop, Frank Gresham
- ◆ Flash for Animation, Albert Pardo
- ◆ TVPaint Animation, Harry Teitelman
- ◆ Sound Design, Paul Goodrich

## Skills

**2D** | Photoshop (Advanced), InDesign, Illustrator (Advanced), Figma, Adobe Xd, Adobe Animate, Toon boom Harmony (Advanced), Toon boom Storyboard Pro (Advanced), TVPaint Animation

**3D** | Blender, Maya, Substance Painter

**Game** | Unity

**Motion Graphics** | Adobe After Effects

**Web Design** | DreamWeaver, HTML, CSS, PhpStorm

**Editing** | Adobe Premier, Final Cut Pro

**Sound** | Adobe Audition, Pro Tools

**General** | Animation, Graphic Design, 3D Modeling, Motion Graphics, Web Design, UI Design, Storyboard, Illustration, Character/Background/Sound Design, Video Editing

## Work Experience

**Creative Firm** **New York, NY**  
**Animator** **Mar—May 2020**

- ◆ Responsible for the pre-production work, including character and background designs
- ◆ Discussed and refined the story structure to make the animation more coherent and compelling

**AKMH LLC, Harbor c/o Billions** **New York, NY**  
**Animator** **Jan—April 2020**

- ◆ Collaborated in animation production for the upcoming feature film *A Mouthful of Air*
- ◆ Created clean and consistent background designs, style frames, and colour keys
- ◆ Worked closely with the screenwriter and director to develop and enhance the storyline
- ◆ Revised the original artworks and animatics

**Animator, Illustrator and Storyboard Artist (Contract)**  
**May 2019—present**

- ◆ Developed animations, designs, motion graphics videos, mobile games, music productions, and films to help clients stand out in their respective areas of expertise
- ◆ Deliver high-quality digital artworks on limited schedules through effective time management and client communication

**ideaMACHINE Studio** **Union City, NJ**  
**Productions Intern** **Sep—Oct 2019**

- ◆ Created commercial animations that distinguish clients' brands and missions
- ◆ Conceptualised and prepared production-ready illustrations and character design assets for motion graphics videos
- ◆ Contributed to editing footage and creating whiteboard animations in After Effects for clients' products
- ◆ Collaborated with directors, producers, and production team to produce company's branding videos

**Panda Corner Corporation** **New York, NY**  
**Video Editing and Social Media Intern** **Jun—Sep 2019**

- ◆ Worked with creative teams to produce visually compelling content; designed eye-catching animations, illustrations, and web banners in Adobe Photoshop and After Effects
- ◆ Edited short and long-form videos for social media platforms, including Instagram, YouTube, etc.
- ◆ Contributed to social media campaigns, assisted the visual director, marketing managers, and other team members to develop creative marketing materials and brand awareness ads

**Wasabi Kikaku, Inc.** **New York, NY**  
**Animation and Design Intern** **Oct—Dec 2018**

- ◆ Designed web banners, logos, illustrations, and commercial animations for clients' products
- ◆ Prepared Facebook ads and other promotional materials
- ◆ Increased page view numbers from 2K to 4K for clients
- ◆ Maintained and updated websites on WordPress