

Resume – Bryan Fu

Objective

Animation and strive for visual excellence. Whatever the medium it is, I want to make it fun and exciting. I have the fundamental understanding of the pitfalls and problems faced during development as well as the ideas and solutions to overcome any barriers.

Work Experience

Foundation 9/Griptonite Games – Character Animator/Artist *Kirkland, WA USA (March 2005 – present)*

Assassin's Creed II: Discovery – Q4 2009 [Nintendo DS/Iphone]

- Responsible for hand animated 3D enemy characters
- Responsible for creating and designing enemy in-game animation
- 3D character rigging and weighting
- Worked very closely with programmers on the enemy AI

Bejewelled Twist - Q1 2010 [Nintendo DS/DSiWare]

- Assist in creating 2D sprite art.
- Responsible for creating 3D cutscene.
- Contributed concept art.

X-men Origins: Wolverine – 2009 [Sony PSP]

- Responsible for hand animated 3D enemy characters
- Responsible for creating and designing enemy in-game and cutscene animations and moves
- 3D character rigging and weighting
- Worked very closely with programmers on the enemy AI

Chimps Ahoy – 2008 [Iphone]

- Animation and technical artist
- Responsible in organizing and managing animations, UI menus, and technical art implementation
- Successfully help make one of the first Iphone games in the market in a 6 week development cycle

Madagascar 2: Escape 2 Africa – 2008 [Nintendo DS]

- Hand animated 3D character and visual effects
- 3D character rigging and weighting

Looney Tunes: Cartoon Conductor – 2008 [Nintendo DS]

- 3D character and visual effects animation (hand animated)
- 3D character rigging and weighting
- Responsible for camera setup for in-game scenes
- Responsible in organizing and managing character animations
- Successfully helped and guided animation team members in animating on Maya

Crash of the Titans – 2007

[Nintendo DS]

- Responsible for one half of the 3D character animations (hand animated)
- Responsible for all character combat animations
- Assisted in character designing and concept
- 3D character animations (hand animated)
- 3D character rigging and weighting

Bionicle Heroes – 2006

[Nintendo DS]

- Hand animated 3D character animation assistance
- Assisted in the quality assurance of gameplay and troubleshoot

LEGO Star Wars II: The Original Trilogy – 2006

[Nintendo DS]

- Additional assistance in vehicle/ship 3D modeling

Pirates of the Caribbean 2: Dead Man's Chest – 2006

[Nintendo DS]

- Hand animated 3D character and visual effects
- 3D character rigging and weighting
- Responsible in organizing and managing character animations

The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe – 2005

[Nintendo DS]

- Hand animated 3D character and visual effects
- 3D prop modeling and animation

Flying Lab Software – Character Animator

Seattle, WA USA (February 2005 – October 2005)

Pirates of the Burning Sea – 2008

[PC/Windows]

- Part-time internship in character animation (hand animated)

Software Knowledge

Maya
3D Studio Max
Adobe Photoshop
Macromedia Flash

Adobe After Effects
Microsoft Office
Microsoft Windows
Adobe Premiere

Skills

2D and 3D animation
Skeletal character rigging and weighting
Perform basic modeling and texturing
Planning and organizing in-game and cut-scene animations for video games
Help build communications across teams and studios
Manage to meet deadlines and milestones
Being honest in structural criticism in art development
Very self motivated and enjoy working with others
Understand the basics in technical implementations in video games and animation
Traditional and digital drawing and painting
Analog and Digital photography

Education and Achievements

The Art Institute of Seattle

Seattle, WA USA (September 2002 – March 2005)

- Associate of Applied Arts – Animation Art and Design
- 3rd place in the 2D animation division in “The Art Institute of Seattle Animation and Film Festival 2004”
- Heavily involved in “The Unreal Tournament Mod Project” and Animation Club

University of Arkansas in Little Rock

Little Rock, AR USA (September 1996 – June 2002)

- Bachelor of Business Administration Degree – Management Information Systems
- Associates Degree – Computer Science and Programming
- Minor Degree – Studio Art (Drawing and Photography)
- A+ Certified for PC and computer troubleshooting and networking

Contact Details

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References are available by request