

# kaitlin yu

3D animator

www.kaitlinyu.com

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## education

2018–2022

### SCHOOL OF VISUAL ARTS

- Bachelor of Fine Arts
- Honors Computer Art, Animation, and VFX

2023

### ANIMATION MENTOR

- Body Mechanics with Zachary Rahman

## experience

May–Oct 2023

### HORNET – CG INTERN

- Created previsualization, animated 10+ shots, and posed characters in photos for an upcoming Kroger project
- Modeling, rigging, lookdev of 3D assets
- Worked closely with directors, producers, and 3D artists to achieve creative direction, execute director/client notes, and deliver shot quotas to tight deadlines

Apr–May 2023

### HOPR – FREELANCE 3D ANIMATOR

- Shot animation, previs/layout, prop rigging
- “Google 2022 year in review”
- “IO Flip Launch”

Nov–Dec 2022

Apr 2023

### PDA.NYC – FREELANCE 3D ANIMATOR

- Concept, modeling, rigging, and animation of a 10-sec AR lens Lego dog

Oct–Nov 2022

### JABIMATION – FREELANCE 3D ANIMATOR

- Created shot animation, 3 idles, and 30+ cycles for background characters

Oct–Nov 2022

### FREE RANGE VFX – MENTORSHIP

- Animated 7-sec chameleon lipsync

## leadership

May–Oct 2023

### ASIANS IN ANIMATION – EVENTS ASSISTANT

- Organize high-stakes events featuring professionals that provide resources for Asian artists in animation
- Assign tasks and deadlines to the other AIA departments and supervise progress
- Successfully propose an updated Events production pipeline

## awards

### SHATTERED (2022)

Co-director, lead animator, lead compositor, editor, and producer

- ASIFA-Hollywood AEF Student Scholarship
- SVA Alumni Scholarship
- Students' Choice Award

### SCHOOL OF VISUAL ARTS

- Multi-Year Student Leadership Recognition
- Graduated with Honors

## skills

3D Animation  
Previs/Layout  
Rigging  
Modeling  
Texturing/lookdev

## software

AirTable  
Shotgrid  
Google Workspace

Autodesk Maya  
Arnold Renderer  
Advanced Skeleton  
Substance Painter  
Nuke Foundry  
Adobe Suite  
Blender