

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 stills
- 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
- Upcoming Kroger and McDonalds projects

Apr–May 2023

HOPR – Freelance 3D Animator

- Shot animation, previs/layout, prop rigging
- Unannounced project, Google “I/O FLIP Launch” and “2022 year in review”

Nov–Dec 2022

Apr 2023

PDA.NYC – Freelance 3D Animator

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

Oct–Nov 2022

JABIMATION – Freelance 3D Animator

- Created shot animation, various idles, and 30+ cycles to populate the background
- Unannounced project

Sep–Oct 2022

FREE RANGE VFX – Animation Mentorship

- Animated 7-sec chameleon lipsync

leadership

Sep 2022–
Present

ASIANS IN ANIMATION – Events Assistant

- Organize high-stakes events 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
- Train incoming Events Assistants

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/look dev

software

AirTable
Shotgrid
Google Workspace

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