Michelle Chan
3D Artist, 2D/3D Animator

EMAIL:
mchanarts@gmail.com

WEBSITE/REEL:
www.mchanarts.com

SKILLS

Modeling / Sculpting
- Strong foundational skills in creating characters and assets from realistic, stylized, and hard surface concepts
- Advanced knowledge of human and animal anatomy

Texturing / Groom
- Strong painting and color theory skills to create textures and grooms for large ranges of art directions

2D / 3D Animation
- Specializes in combat animations with a strong understanding of body mechanics, timing, and composition

Communication / Problem Solving
- Effectively communicates with team members to meet tight deadlines with an open mind to new ideas/solutions

References available upon request.

PROFILE:

3D Artist and 2D/3D Animator with 6+ years of work experience in 2D combat animation. Recent graduate of Gnomon, award-winning school of VFX. Proven ability to breathe life into my creations.

PROFESSIONAL EXPERIENCE

Titmouse Inc (Remote) — Los Angeles, CA
2020 - 2022
2D Animator — Digital Animator II Journey (CN/WB)
- Critical Role: Legend of Vox Machina (Amazon Prime Video)
- Apex Legends Gaiden Event Trailer
- Area 21 music videos: "LaLaLa", "Mona Lisa", "Followers"

Sun Creature Studio (Remote) — Paris, FR
2021, 2019
2D Animator
- Travel Oregon commercial, "Still Only Slightly Exaggerated" (2021)
- Travel Oregon commercial, "Only Slightly (More) Exaggerated" (2019)

Miyu Productions — Paris, FR
2019 - 2020
2D Animator
- "Elliot from Earth" Cartoon Network TV series

Studio La Cachette (Remote) — Paris, FR
2018
2D Animator
- Netflix's Love Death + Robots (Volume 1) — Sucker of Souls

Game Atelier (Remote) — Paris, FR
2018
2D Animator
- SEGA — Monster Boy and the Cursed Kingdom game

EDUCATION

Gnomon School of VFX — Los Angeles, CA   **2021 - 2023**
Graduated; 2-year Certificate in Digital Production
- Specialization in Modeling and Texturing with skills in rigging, hair groom, animation, and previsualization

Gobelins, l'école de l'image — Paris, FR   **2017 - 2018**
Attended; Master of Arts in Character Animation and Animated filmmaking
- 2D Animation, 3D Animation/modeling/rigging, attended for 1 year

Pasadena City College — Pasadena, CA   **2016 - 2017**
Attended; Animation major, transfer school
- Foundational 3D animation/modeling/rigging, 2D animation, fine art

SUMMARY OF SKILLS:
- Modeling
- Sculpting
- Texturing
- Animation
- Rendering
- Hair/Fur Groom
- Previsualization
- Compositing

SOFTWARES:

3D:
- Autodesk Maya
- Zbrush
- Substance Painter
- Substance Designer
- Xgen (grooming)
- Yeti (grooming)
- Mari
- Marvelous Designer
- Nuke
- Vray
- Unreal Engine
- Wrap 4D

2D:
- Adobe Photoshop
- Adobe Animate
- TVPaint
- Adobe After Effects
- Adobe Premiere

LANGUAGES:
- English (main language)
- Cantonese (Intermediate)
- French (Intermediate)
- Japanese (Beginner)