

Jim Li

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Animator / Layout Artist

Personal Statement

A motivated, adaptable and responsible animation graduate seeking a position as an animator in films and video game industries that will utilise the technical skills developed through past experiences in this field. I have a great passion in films and video games, and looking for a team with the same passion to create works that will inspire others.

Experience

Feb 2017 - May 2017

Blur Studio - Freelance Layout Artist

- Translate storyboard to 3D previs
- Design shots, asset preparation, rigging and motion capture clean up
- Team up with others to create high quality previs

Jan 2015 - May 2016

INDIGO - SVA Thesis Short Film- Creative Director, Animator, Camera/Layout

- Create entire 3D short film from script and storyboard to final render.
- Plan schedule to meet the production deadline
- Fully experience with each part of the film and put everything together
- Problem solving, trouble shooting on all technical problems.

Oct 2015 - Dec 2015

Test Subject Futile - SVA Thesis short Film- Additional Character Animation / Camera

- Work with director to design shots
- Blocking character animation to final polish

Software Skills

3D animation- Maya, 3Ds Max, Motion builder, zbrush

Effects - After Effects, Premiere, Nuke, Sony Vegas, photoshop, illustrator

Sound- SoundTool

Education and Qualifications

iAnimate Online animation school [July, 2016 – Dec, 2016]

- Game Workshop 1- Mentor by Brett Pascal
- Relevant Modules:
 - Character run cycle
 - Combat

- Game Workshop 2- Mentor by Jeremy Collins
- Relevant Modules:
 - Advanced Combat
 - Character Takedown

School of Visual Arts, New York City [Sept, 2011 – May, 2016]

- BFA- Computer art, computer animation and visual effects
- Relevant Modules:
 - 3D Animation Maya
 - Advanced Character Animation
 - 3D Digital Sculpting zbrush
 - Motion Capture
 - Basic Python Scripting

Emily Carr University of Art and Design, Vancouver, CA [Sept, 2012 – May, 2013]

- Major – Visual Arts and Animation
- Relevant Modules:
 - 3D Animation Maya
 - Animation Technique
 - Human Anatomy Drawing
 - Figure Drawing

Awards

- SVA Thesis Film Chair's Selection – INDIGO (2016)

Language

- English – Fluent
- Chinese – Native