Alexander Yip

Visualization Artist and Character Animator

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Employment

The Third Floor, Inc – Los Angeles, CA   March 2017 — March 2018

Previsualization Shot Creator/Animator (Avengers Infinity War, 5 Confidential Feature Films, and 1 Commercial)
- Created sequences of shot from storyboards and/or scripts to enhance the story
- Created scene lighting and FX that complements the shot and matches the sequence
- Cleaned up mocap animation while integrating hand keyed animation
- Established character blocking, camera positioning, and key frame camera work
- Animated characters, creatures, props, and vehicles
- Composited shots in After Effects to enhance all computer generated elements

Portico Studios LLC – San Rafael, CA   December 2016 — February 2017

Lead Animator (Prototype VR Game)
- Collaborated with story writers to translate the script into storyboards and layouts
- Developed animation style and pipeline with Maya and Unity
- Created hand key animations
- Worked closely with engineers to integrate animations into Unity

Double Fine Productions – San Francisco, CA   May 2016 — October 2016

3D Gameplay Animator (Pychonauts: The Rhombus of Ruins)
- Created hand keyed animation cycles and cut scenes for virtual reality game
- Worked closely with programmers to integrate animations into Unreal Game Engine
- Collaborated with project leads, lighters, special effects artist, and 3D modelers to meet milestone deadlines

Hot House Productions – Los Angeles, CA   August 2015 — March 2016

Flash Animator (TV series: Mr. Pickles)
- Completed hand keyed animation with line and symbol drawings
- Worked on Season 2

FOX Animation Domination High Def – Los Angeles, CA   February 2014 — May 2015

Animation Revisionist (TV series: Golan The Insatiable and Axe Cop)
- Revised and adjusted animation shots
- Organized and consolidated Flash scenes for Cleanup artists

Clean Up Artist (TV series: Axe Cop, Stone Quackers, and Major Lazer)
- Inbetweened, cleaned up, and colored animation scenes
- Animated shadows for characters and effects

Education

San Jose State University   May 2013

Bachelor of Fine Arts – Animation/Illustration

iAnimate Advanced Character Animation Training   November 2015 — April 2016

Advance Body Mechanics (Mike Walling)

Advance Pantomime (Jamaal Bradley)

Skills

- Previsualization: animation, cinematography, lighting, basic modeling/texturing
- Postvisualization: compositing, camera tracking, rendering
- Software: Maya, Photoshop, Premiere, After Effects, Flash, PFTrack