

YAP CHUNG SHING

2D ANIMATOR



INFO



yapcommissions@gmail.com



yapcreations.com



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TECHNICAL SKILLS

HAND-DRAWN ANIMATION



RIGGED ANIMATION



CHARACTER DESIGN



CHARACTER TURNAROUND



BACKGROUND ART



PROFESSIONAL SKILLS

CREATIVITY

COLLABORATION

COMMUNICATION

TIME MANAGEMENT

PROBLEM SOLVING

MANAGEMENT SKILLS



QUALIFICATIONS

Experienced 2D animator adaptable to various art & animation style within a tight production schedule.

WORK EXPERIENCE

Twitch Streamer (Remote)

Freelancer (Apr 2024-Present)

- Responsible for delivering art & animation to clients in a timely manner
- Knowledgeable in creating Stream Assets for Twitch
- Engages with a growing Twitch Community
- Coded my personal Art Website

Harry Partridge (Remote)

Animator (2023-2024)

- Created rough animation and cleanup for various projects:
 1. Killgar's Kode: How to survive anything
 2. Starbarians 3.5

Micheal "MIKEONUT" Linecker (Remote)

Animator (2023)

- Animated Rigged Puppet for "Mikeonut" Channel (Harmony)

NATIONAL SERVICE

Coporal First Class (2021-2023)

- Served mandatory military service for 2 years

Harry Partridge (Remote)

Assistant Animator (2020-2021)

- Provided cleanup and inbetween for various projects:
 1. Smiling Friends (Mip)
 2. Dr Bees Return
 3. Comic Tropes Intro
 4. They Talk Intro

MARCO "SKETCHMARK" ANTHONY HERNADAZ (Remote)

Lead Artist (2019)

- Created Character designs and "SketchMark" channel Banner
- Created animatic-driven videos for the channel

SOFTWARES

TOON BOOM HARMONY

ADOBE PHOTOSHOP

CLIP STUDIO PAINT

MAYA

ADOBE PREMIERE PRO

BLENDER

ADOBE AFTER EFFECTS

HTML/CSS/JAVASCRIPT

ADOBE ANIMATE

EDUCATION

Ngee Ann Polytechnic

2018-2020

Animation & 3D Art, 3.6 GPA