

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

Beb & Bob Animations (Hybrid)

Lead Animator (Jun 2025-Present)

- Producing Short-form Content from Animatic to Compositing
- Building Assets library from scratch

Freelance Artist (Remote)

Freelancer (Apr 2024-Present)

- Became proficient at using Open Broadcast Studio (OBS) & Streaming Softwares
- Responsible for delivering art & animation to clients in a timely manner
- Learnt and created animation rigs in Toon Boom Harmony
- Coded my personal Art Website

Harry Partridge (Remote)

Animator (Sep 2023 - Mar 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 (Feb 2023 - Sep 2023)

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

NATIONAL SERVICE

Coporal First Class (2021- 2023)

- Gap year serving mandatory military service for 2 years
- Received "Outstanding" Grade for Contribution to the army

Harry Partridge (Remote)

Assistant Animator (Sep 2020- Sep 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 (Mar 2020 - Jul 2020)

- Lead Character designer and Channel Banner Artist
- Created animatic-styled videos for the channel

SOFTWARES

TOON BOOM HARMONY

ADOBE PHOTOSHOP

CLIP STUDIO PAINT

MAYA

ADOBE PREMIERE PRO

BLENDER

ADOBE AFTER EFFECTS

OBS [OPEN BROADCASTER SOFTWARE]

EDUCATION

Ngee Ann Polytechnic

2018-2020

Animation & 3D Art, 3.6 GPA

