

Claire Wu

3D Animator

Los Angeles, CA
(Open to relocation, including international)
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INTRODUCTION

I am a highly motivated, organized, and detail-oriented animator with a passion for delivering creative solutions through CG animation. Strong leadership and multi-tasking skills with experience spearheading capstone projects and guiding diverse teams. Adept at ensuring clear communication channels and organizing assets for efficiency. Open to relocation for the right opportunity.

SKILLS

- MAYA
- MOTION BUILDER
- UNREAL ENGINE 5
- DAVINCI RESOLVE
- ZBRUSH
- PHOTOSHOP
- ILLUSTRATOR
- TOONBOOM HARMONY
- PYTHON
- MICROSOFT OFFICE SUITE
- GOOGLE WORKSPACE

LANGUAGES

- ENGLISH (NATIVE)
- MANDARIN (NATIVE)
- JAPANESE (INTERMEDIATE)
- FRENCH (BEGINNER)

EXPERIENCE

CHARACTER ANIMATOR ARTIST, DIASPORA GAMES

- JAN 2025 – PRESENT
- Created keyframe character animations for an FPS indie game
 - Worked in Maya for animation and implemented assets into Unreal Engine 5
 - Collaborated with the development team to refine motion and gameplay integration

3D ANIMATOR, FREELANCE

- SEPT 2024 – PRESENT
- Created dynamic creature animations using keyframe techniques in Maya
 - Refined and polished motion capture data for bipedal characters with Motion Builder
 - Exported completed animation files and verified functionality in Cinema 4D, ensuring assets met quality standards and performed as expected

ANIMATION LEAD (NO VACANCY), ARTCENTER COLLEGE OF DESIGN

- JAN 2024 – APR 2024
- Directed a team of 10 animators, delivering the capstone animation short, "No Vacancy", from previz to fully rendered, within deadlines and to the highest quality standards
 - Developed and implemented a comprehensive project roadmap, ensuring seamless communication and alignment between directors and departments
 - Managed and executed character and prop utilizing keyframe animations in Maya to ensure a consistent style and high-quality standards
 - Guided undergrads through the successful execution of a cross-departmental animation project, fostering teamwork and creative problem-solving

ANIMATION LEAD (NEO-VERSAILLES), ARTCENTER COLLEGE OF DESIGN

- JAN 2023 – MAY 2023
- Led a team of 4 animators to deliver the original indie game "Neo-Versailles", ensuring consistent quality and style across all character animations
 - Coordinated cross-departmental timelines, maintained weekly updates in Confluence, and held update meetings to streamline communication and keep all deliverables on schedule
 - Developed and implemented an optimized file-naming system in Perforce to improve asset management and workflow efficiency
 - Collaborated with technical engineers and developers to refine the animation pipeline and enhance overall output quality

TEACHING ASSISTANT (CONCEPT ART 2), ARTCENTER COLLEGE OF DESIGN

- SEPT 2021 – MAY 2022
- Streamlined classroom processes, including weekly check-ins, assignment tracking, and student support, under Professor Bryan Sims
 - Maintained comprehensive student records and critique notes for professor's grading reference

EDUCATION

B.S. IN ENTERTAINMENT DESIGN (ANIMATION) – ARTCENTER COLLEGE OF DESIGN

- PASADENA, CA
- SEPT 2020 – APR 2024
- 2020-2024 ARTCENTER PROVOST'S LIST RECOGNITION
 - 2020-2024 ARTCENTER MERIT SCHOLARSHIP
 - Graduation with Distinction (GPA Above 3.8 with Professor Recommendation)

MOTION CAPTURE – IANIMATE

- SEPT 2024 – PRESENT
- Specializing in motion capture techniques for animation using Motion Builder