Chun-Chieh Kuo

At the job, My supervisor

US - Email: chun2kuo@zoho.in

WORK EXPERIENCE

Animator

Last Link Films - Tainan R.O.C - July 2012 to Present

After I graduated from NUTC, I earned a job of 3D animation in Tainan. At the job, My supervisor is a senior

animator who worked in "digital domain". He taught me how to create character animation. He taught me that

a vivid character animation must include "12 rules of Disney". So, after the job, I had learned how to be a

3D animator.

In my personal work, I can use may to create a basic model and than inport the lowpoly model to refined the

detail with ZBrush, Finally, usethe model to create an vivid character animation

EDUCATION

master in 3D animation

Animation Department of Tainan National University of the Arts

2009 to 2012

bachelor in Multimedia Design

iunior college

2003 to 2005

SKILLS

Maya、ZBrush、After Effect、Photo Shop、Illustrator

LINKS

http://www.youtube.com/watch?v=IE54ruIjT3M

http://www.youtube.com/watch?v=M924ahc4E40

http://www.youtube.com/watch?v=PXYamXL2OFY

http://www.youtube.com/watch?v=SFCA1EWPk1w

ADDITIONAL INFORMATION

I was born in a small township in Kaohsiung of Taiwan. When I studied in the Junior College, I had chosen

to study art Department. During those five years, I accepted the traditional art trainings such as; drawing.

watercolor、 oil painting. After I graduated from Junior College and college, I especially interested in 3D

animation, so I chose to be a 3D animator and modeler. In personal life, I love to watching movie, especially animation movie. I think that watch more movies will help

me to increase my skill of perform of character animation. And I also like to listening rock`roll music, so I am a

good and friendly talker no matter the topic are movies, musics or realization of life. I believe that I am a great

colleague. By the way, i am also a good cooker.

I will send my portfolio to you, if you have interesting to me after you watched my portfolio, please contact

to me, thank you.

Kenny Kuo