

HSIN-YING LIU

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I am a hard working, enthusiastic artist with experience in various roles relating to game development, concept art and background design, a perfectionist always trying to learn and improve myself. I am a recent graduate from Central Saint Martins MA Character Animation but my experience spans over a wide range of fields such as gaming, animation and design.

10/2015 – 07/2017

MA Character Animation – Distinction degree

Central Saint Martins – University of Arts London

During this time I had the opportunity to work on several captivating projects, including:

- » Old Operating Theatre Museum challenged us to create a short animation to help promote a future exhibition, and my project has been very well received with a very positive feedback from the customer – <http://vimeo.com/181348586>
- » English National Opera also collaborated with us to create a series of short animations for their end of year productions. As a group project, my pitch earned me coveted role of art director, and even though the time constraints have been extremely demanding, it has been completed successfully – <http://youtu.be/DbqJyALi2To>.
- » My final project – <http://vimeo.com/222815951> (password: 0109) – has been praised as one of the best animations and earned me a distinction degree. It is due to be presented at several UK and international film festivals and is already the winner of London Independent Film Awards – Best Animation Short.

06/2014 – 07/2015

2D artist – Kooco, Taipei, Taiwan

As a relatively small game studio in Taipei, Kooco had close ties with a big Japanese game company and I've had the experience on working on several game projects, which included backgrounds, character design, concept art, UI translation and graphics adaptation.

10/2013 – 06/2014

Designer – Soft Pack, Taipei, Taiwan – <http://www.softpack.com.tw>

Working with big companies in the food industry of Taiwan, I had to organize and complete various package design projects with very tight deadlines. Besides the creative requirements of the position, I also had to be in direct contact with the customers.

09/2009 – 09/2011

Concept artist – PixelFrame, Taipei, Taiwan – <http://www.pixelframe.com.tw>

As the only illustrator in the animation company, I was in charge of producing the various assets and concept designs used by the modelers and animators. I also had the opportunity to work on several illustration projects on my own, including the Zodiac Animals interactive book, Alishan Mountain and Moon Lake digital paintings – <http://lisaliu.com>.

2006 – 2009

Freelance artist

During my undergraduate degree I've worked for various clients, such as: stationary designs for Rock Records, as well as illustrated portraits for wedding invitations.

2006 – 2009

Bachelor of Arts – Visual Communication Design

Kun-Shan University, Tainan, Taiwan

The short animation I worked on during my final graduation group project has been presented and awarded at various international film festivals. My role in the team was main illustrator and art director, responsible for the unique animation style (a strong illustration emphasis) and producing all the character assets – concept & production (poses, emotions, etc.).

- » 2009 – Young Designer's Exhibition, Taiwan (3rd place)
- » 2010 – Going Underground Film Festival, Berlin (finalist)
- » 2010 – Shanghai International Film Festival
- » 2010 – South Taiwan Film Festival
- » 2010 – Kaohsiung Film Festival

SKILLS:

Adobe Photoshop, Adobe Illustrator, After Effects, Adobe Premiere, TV Paint, Corel Painter.

Adept in various traditional and digital art mediums including: pencil, marker pens, colored pencil, watercolor, oil and acrylic paints, charcoal.

Please visit my portfolio: <http://hsin-ying-liu-blr.tumblr.com> and <http://lisaliu.com>