

VERONICA A LIU

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EDUCATION

University of Texas at Dallas, Richardson, TX

BA in Arts and Technology-Animation focus; BS in Computer Science, 2020(expected)

Activities: President of Animation Guild, Virtual Reality Society Officer, Discipline Committee Member

Technical Skills: Programming in Java, C++, C#, Angular, Maya, Nuke, Photoshop, Illustrator, Unity, Shotgun, MIPS, GIT, 2D animation, 3D animation, Lighting,

PROFESSIONAL EXPERIENCE

Rooster Teeth, Austin, TX (January 2019 - February 2019)

Render Wrangler: Worked with tech team to recognize common problems. Logged render trends, continually checked for bad frames. Managed multiple job priorities for two projects simultaneously rendering on the farm.

Fidelity Investments, Westlake, TX (May 2018 - August 2018)

Technical Intern: Developed a new web application for internal Fidelity associates utilizing Angular. Collaborated with other software developers to refactor legacy code.

University of Texas at Dallas, Richardson, TX (October 2016- September 2018)

Student Researcher: Researched art-based STEM projects and presented summaries at local conference. Applied overall editing assistance for research presentation layout.

Bold Idea, Addison, TX (September 2017-Present)

Mentor: Taught middle and elementary school students how to code with Javascript and Scratch, and develop their own video games from conception to finish.

Industry Giants, Addison, TX (September 2016, 2017, 2018)

Volunteer: Arranged logistics for speaker interviews at the annual animation and interactive development conference. Ensured attendance at various panels and assisted attendees with registration and merchandise.

SIGGRAPH, Los Angeles, CA & Vancouver, BC (July 2017 & 2018)

Student Volunteer: Captured photos for social media promotions. Assisted conference attendees with registration details and logistics. Ensured set-up/tear-down of the exhibit hall.

Hotworks.org, West Bloomfield, MI (August 2013 - September 2015)

Event Listing Agent: Researched and posted online promotions for national art shows. Coordinated activities and layout while serving as a judge for the Orchard Lake Fine Art Show youth competition.

ANIMATION PROJECTS

KaiJr, Richardson, TX (January 2019 - May 2019)

Lead animator for a game about a baby Kaiju destroying the world. Worked on player character animations and NPC/environmental animations. Worked closely with UI designers to create player ability graphics.

Taking the Plunge, Richardson, TX (September 2018 - January 2019)

Created storyboards, 2D Sprite animations, and set up Maya shots to be sent to UTD's render farm. Group project that resulted in a 4 minute motion capture short about Dungeons and Dragons.

In A Jam, College Station, TX (October, 2018)

Created 2D sprite animations for a fighting game

HONORS AND AWARDS

Academic Honors:

2016 Eugene McDermott Scholar, Member of the Collegium V Honors College

Awards:

"Crowd Favorite" for Laika, at largest 48hr student video game jam in US (2016), Coca-Cola Scholars Foundation, Finalist (2016), Doodle for Google, State Finalist (2012, 2013, 2014), President's Volunteer Service Award (2014-Bronze, 2015-Silver, 2016-Gold), The New York Times Editorial Cartoon Contest (2015)-Runner-up

PERSONAL

Doodling, conversing in mandarin, creating video games