Derek Shiu

Technical Character Animator

Derek Shiu
14526 NE 31st ST, APT C
Bellevue, WA 98007

425.239.4634
derekLshiu@gmail.com
Derekshiu.com

—

Skills

Art:
Character Animation; Creature Animation; Facial Animation; Storyboarding; Character Rigging; Skin Weighting

Software:
Autodesk Maya; Unity; Autodesk Motion Builder; Adobe Photoshop; Fracture FX; Faceware; Unity

—

Experience

Turn 10 Studios / Senior Animator
DEC 2021 - JUNE 2023, Redmond, WA

+ Solo animator position responsible for in-game crowd and cinematic character animation.
+ Motion capture polish, editing, and blending to fit our needs.
+ In constant communication with the cinematic team to assist with all animation requests.
+ Hand keyed facial animation for lead NPCs.
+ Maintained realism bar set by the Forza franchise.

Giant Cranium / Co-Founder, Technical Animator
JULY 2017 - MARCH 2021, Bellevue, WA

+ Co-Founded Virtual Reality content creation studio.
+ Responsible for animation, rigging, implementation into Unity, and business development.
+ Created and managed animation and rigging pipeline.
+ Developed and prototyped projects ranging from original IP to first party AAA.
+ Organized, managed, and directed motion capture sessions with professional talent
+ Processed full face and body motion capture data from capture to final for virtual reality implementation.
+ Authored and collaborated on documentation for pitches, pipelines, and game design.
+ Experience working with outsource partners.

Unity Technologies / Animator
SEPT 2014 - MARCH 2017, Bellevue, WA

+ Created various content for demo and showcase purposes.
+ Animation duties covered gameplay animation for mobile devices to cinematic sequences for VR, all hand keyed.
+ Took on additional roles as the team's needs expanded, became familiar with simulated destruction and cloth, rigging, and Unity implementation.

Airtight Games / Animator

DEC 2012 - NOV 2013, Redmond, WA

+ Cleaned and polished motion capture data for in game and cinematic use
+ Wrote technical documents for studio use regarding the implementation process
+ Brought raw motion capture data through a pipeline to produce high quality game cinematics
+ Worked heavily with camera animation and cinematic sequences
+ Captured motion data with XSENS for game animations

Griptonite Games/ Artist I

MAY 2010 - NOV 2012, Kirkland, WA

+ Responsible for creative and fun animation for multiple published game titles
+ Animated cinematic sequences for games based on *Penguins of Madagascar* and *Sesame Street*
+ Weight painted and rigged playable characters and their interactive assets
+ Created character personality for *My Dragon* and oversaw animation quality for the project

—

Education

Animation Mentor/ Advanced Character Animation

SEPT 2009 - DEC 2010

University of Washington/ Bachelor of Arts, Interdisciplinary Visual Arts

SEPT 2004-JUNE 2008, Seattle, WA