

Derek Shiu

Senior Character Animator

Derek Shiu

425.239.4634

derekLshiu@gmail.com

Demo Reel & Portfolio: 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; Autodesk 3DS Max

Experience

CatDaddy Games / Senior Animator

NOV 2023 - JUNE 2026, Kirkland, WA

- + Motion capture polish, sequencing, and hand animation for NFL mobile game.
- + Took animation workflow from design to final polish for WWE mobile game.
- + Consistently hit aggressive live-service milestones.
- + Hand animated 2D characters for collectible assets.
- + Maximized character emotion and motivation with simplistic rigs.
- + Collaborated with technical artists and developers to improve efficiency for animation tasks in 3DS Max and proprietary engine.
- + Flexible and willing to learn, to fill gaps in the art pipeline.

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
