

# Derek Shiu

## Character Animator

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### Derek Shiu

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### Skills

#### Art Skills:

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

#### Software Skills:

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

#### Hardware Skills:

HTC Vive; Oculus; Samsung Gear; Microsoft Hololens;

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### Experience

#### Giant Cranium / Technical Animator, Co-founder

July 2017 - Present, 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 several projects ranging from original IP to first party AAA.
- + Organized, managed, and directed motion capture sessions with professional talent
- + Took full face and body motion capture data from capture to final for virtual reality implementation.

#### 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

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## **Education**

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### **Animation Mentor/ Advanced Character Animation**

SEPT 2009 - DEC 2010

### **University of Washington/ Bachelor of Arts, Interdisciplinary Visual Arts**

SEPT 2004-JUNE 2008, Seattle, WA

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