

Angela Gu

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Objective: 3D Animator

Core skills

- Experience with Maya, Blender, Substance Painter, After Effects, Clip Studio Paint, Photoshop, Paint Tool SAI, InDesign, Unity, Unreal.
- 3D Animation, illustration, graphic design, video editing, social media.
- Computer software and programming languages C#, Java, Python.
- High attention to detail, translating ideas into designs, magazine and book layout, editing photos, print production, and identifying social media trends.
- Organized, self-motivated and detail oriented team player and quick learner.
- Familiarity in game development with Unity engine and Unreal engine, including organization of assets, coding, design, and UI.

Education

Computer Animation Certificate, Sheridan College, Oakville, ON	2024 - 2025
VCA Advanced Diploma, Sheridan College, Oakville, ON.	2019 - 2022
Computer Science, University of Toronto, ON	2015 - 2017

Professional Experiences

<u>GungHo Online Entertainment America (Freelance Graphic Designer)</u>	2022 - Present
Produce various promotional graphics for social media and print.	

<u>Creative Designs Orthodontic Studio (Digital Technician)</u>	2022 - 2024
Clean and prepare 3D teeth scans for 3D printing on HeyGears and Formlabs resin printers.	

<u>168 Sushi Buffet (Host, Cashier)</u>	2018 – 2019
Plan, prepare, and clean tables, coordinate with waiters, take and prepare to-go orders.	

<u>PASWG Unofficial Comic (Inker, Colourist, Revisionist)</u>	2016 - 2017
Translate illustrations from sketch to final, placing text, character design assets for additional material.	

<u>Freelance Illustrator / Independent Game Developer</u>	Ongoing
Organize assets, design, UI, animation, writing, selecting music / sound, coding.	