



jeffyu20@gmail.com | (770)-241-7464 | www.jeffyuart.com

American-born Taiwanese 2D/3D Previs Artist with over a decade of experience in the entertainment industry. Worked in VR interactive experiences, PC and mobile video games, board games, card games, real-time animated shows, and live-action films solo and in teams.

## WORK EXPERIENCE

Pulseworks LLC

### VR CONTENT ARTIST (FULLTIME)

October 2018 – Current

- VR previsualization to production using Maya, Substance, Zbrush, and UE
- Character and styleframe concepts and storyboards for the Apollo & Beyond VR experience released on the 50th Apollo Moon Landing Anniversary and client such as Georgia Aquarium

Slothique LLC

### ART LEAD (PROJECT BASED)

October 2018 – Current

- Previs and storyboard artist on Trioscope Studio's live action feature films "Take Over" featuring Quavo and Billy Zane (2023 release)
- Redesigned "Tally", Atlanta Hawk's NBA 2K TALON mascot
- Lead Illustrator/ Storyboard Artist over 6 episodes for animated segments in *Six Degrees with Mike Rowe* docuseries on Discovery Channel
- Previs and storyboard artist on George R.R. Martin's adaptation of an unannounced project. (2023 release)
- Art Lead for Background and Props. Oversaw a team of 5 illustrators and created visual guide for for 2D Tribeca Film Festival debuted animated pilot "MINE" (winner of Best webseries at American Black Film Festival 2022)
- Incubator Online Mentor for 10 week animation program with Bangkok University International College

CoolMiniOrNot Inc.

### CONCEPT & GRAPHIC ARTIST (FULLTIME)

October 2013 – September 2018

- Character, Props, Environment, Vehicle concept art and illustration for various board game and card game titles.
- Cover Art Illustration
- Created UI elements/graphic design for STEAM released Xenoshyft Mobile App
- Graphic Design for print and digital marketing material.

TRICK 3D

### CONCEPT ARTIST (CONTRACT)

January 2018

- Quick turnaround polished pre-visualization concept art for a Delta Airline VR experience.

Nimble Giant LLC

### LEAD ILLUSTRATOR (CONTRACT)

June 2017 - July 2017

- Created illustrations and animation assets for animated opening of 2018 theatrical live action feature release "The Little Mermaid" featuring Oscar winning actress Shirley MacLaine, Poppy Drayton, William Moseley.

Persistence of Vision Pre-Vis

### STORYBOARD ARTIST (CONTRACT)

June 2011 – August 2011 (3 months)

- created stylized previs storyboards for Real time animated TV series *Zafari* distributed by NBC/ Dreamworks 2018.

Imprint Creations o/a Juniper

### PRODUCT DESIGNER (CONTRACT)

September 2021 – Current

- Created product concepts, product packaging, and manufacturing blueprints for major social media influencer brands such as Mark Rober (20.5M), Slogo (10.5M), VerbalAse (4.3M), MeganPlays (3.5M), etc

Penn State University

### ADJUNCT LECTURER (DIGITAL PAINTING)

January 2022 – May 2022

- Instructor for 15 week semester virtual digital and matte painting course

Black Haze Studios, LLC (CONTRACT)

### LEAD CONCEPT ARTIST & PROJECT MANAGER

March 2015 - February 2018

- Story and visual development
- Assisted in Unreal Engine level layout and 3D animation

## LEADERSHIP EXPERIENCES

ASIFA-South International Animation Society

### BUSINESS DIRECTOR (VOLUNTEER)

501(c)3 non profit

March 2019 - Current

Work across departments to oversee financial day to day, strategy, grant writing, and budgeting/ expenditures.

ACM SIGGRAPH

### PORTFOLIO REVIEWER (VOLUNTEER)

Invited recurring guest reviewer by SIGGRAPH

S3 early career development committee under category of previs expert artist

ACM SIGGRAPH ASIA

### COMPUTER ANIMATION FESTIVAL COMMITTEE

July 2017 - August 2017

Invited to be part of the Computer Animation Festival Committee involved with reviewing animated shorts featured at the 2017 Bangkok conference attended by over 7000 industry professionals from studios such as Polygon Pictures, Pixar, and SquareEnix

### SIEGECON PORTFOLIO REVIEWER/ GUEST PANELIST

Georgia Game Developers Association

October 2017

## EDUCATION

### OHIO UNIVERSITY

OMBA Entrepreneurship/Entrepreneurial Studies 2019 – 2021

### SAVANNAH COLLEGE OF ART AND DESIGN

Double BFA (Animation- Sequential Art)

2007 – 2012

### CGMA MASTER ACADEMY

Vocational, Foundation and Design Program Certificate in Sketching, Intro to Perspective, and Anatomy 2014

## SOFTWARE

Unreal Engine 4 & 5, Maya, Zbrush, Substance Painter, Motion Builder, iClone, Blender, iClone Pro, Photoshop, Illustrator, InDesign, After Effects, Canva, Storyboard Pro

## SKILLS

### 2D

Concept Art, Matte Painting, Storyboarding, Illustration, Graphic Design, Comic Book/ Graphic Novel Production, and Printsetting, Mobile App UI, Product Design

### 3D

Modeling, Animation, UV Mapping, Texturing, Rigging, Lighting, Level Design, Product Visualization, Unreal Engine 4 and 5 Blueprint & Sequencer

## LANGUAGE

English, Mandarin Chinese