



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

- Art Direction, 3D production, and sequencer cinematics using Maya, Substance, Zbrush, and Unreal Engine
- Motion simulation, interactivity, and user experience testing
- Styleframe concepts and storyboards for the 50th Apollo Moon Landing VR experience Apollo & Beyond and other titles showing at the Georgia Aquarium, Smithsonian, and US Space & Rocket Center

Slothique LLC

### CREATIVE DIRECTOR

October 2018 – Current

- Art Lead overseeing team of 5 illustrators for the animated pilot "MINE" Tribeca official selection
- Executive Producer and 3D asset visualization for the fabrication team on JOYRIDERS, Winner of the 44th Annual Telly Awards.
- Unreal Engine team lead, asset implementation, for the interactive digital mural display at the Tennessee Aquarium
- Storyboard for clients including SaintsLA Visual Effects

Trioscopes Studios

### LEAD ILLUSTRATOR & STORYBOARD ARTIST

2018 – 2022

- Previs and storyboard artist live action feature films "Take Over" featuring Quavo and Billy Zane
- Lead Illustrator/ Storyboard Artist over 6 episodes from *Six Degrees with Mike Rowe* docuseries on Discovery+
- Previs and storyboard artist on a George R.R. Martin's unannounced film.

CoolMiniOrNot Inc.

### CONCEPT & GRAPHIC ARTIST

October 2013 – September 2018

- Character, Props, Environment, concept art for various board game and card game titles.
- UI/UX Lead for STEAM released Xenoshyft Mobile App Game
- 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

June 2017 - July 2017

- Created illustrations and style guide for animated opening of 2018 theatrical feature "The Little Mermaid" featuring Oscar winning actress Shirley MacLaine.

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 virtual digital and matte painting course

Black Haze Studios, LLC

### LEAD CONCEPT ARTIST

March 2015 - February 2018

- Ran indie game development team of 15 to establish story and art direction
- Assisted in Unreal Engine level layout and 3D animation

Games That Work

### MO-CAP ANIMATOR

September 2012 - October 2012

- Mo Cap Animation and clean up using Motion Builder and Maya for a Boeing bias training game

## 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, Live Link and Motion Capture

## SOFTWARE

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

## LEADERSHIP EXPERIENCES

Emmy Express

### EMMY CHAPTER JUROR

August 2022

Lone Star and Upper Midwest chapter content reviewer

ASIFA-South International Animation Society

### BUSINESS DIRECTOR (VOLUNTEER)

501(c)3 non profit

March 2019 - Current

Oversee team to establish financial strategies through grant writing, sponsorship outreach, client relationship development, and capital budgeting

ACM SIGGRAPH

### PORTFOLIO REVIEWER

Guest reviewer for SIGGRAPH S3 early career development committee

ACM SIGGRAPH ASIA

### COMPUTER ANIMATION FESTIVAL COMMITTEE

August 2017

SIEGECON BY GEORGIA GAME DEVELOPERS ASSOCIATION

ASSOCIATION

### PORTFOLIO REVIEWER/ GUEST PANELIST

October 2017

## EDUCATION

### OHIO UNIVERSITY (3.91 GPA)

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

2014

## LANGUAGE

English, Mandarin Chinese