

Vivien Chang

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Objective

To apply my talent, work ethic, and many years of experience as a character animator to work with industry leaders on the production of high quality 3D animation.

Experience

- 2009 Image Metrics *Santa Monica, CA*
- Freelance Animator
- **Facial Animations**
 - Animated a number of faces on multiple characters for an upcoming AAA title.
 - Used 3D Studio Max to create facial poses and tweak dynamic, realistic facial animations.
- 2001 to 2009 Heavy Iron Studios, A Division of THQ *Culver City, CA*
- Character Animator
- **Up** **Xbox 360, PS3, Wii**
2008-2009
 - Did player character animations for Carl and Russell
 - Animated a variety of gameplay characters/enemies including Kevin and Gamma
 - Animated 12 minutes of cinematics
 - **Wall •E** **Xbox 360, PS3, Wii**
2007-2008
 - Prototyped and polished in game animations for the diverse cast of robots
 - Animated 15 minutes of cinematics
 - **Destroy All Humans: Path of the Furon** **Xbox 360, PS3**
2007
 - Animated high quality cinematics including the Shenlong and Sunnywood cutscenes while meeting an extremely tight schedule
 - **Ratatouille** **Xbox 360, PS3**
2005-2007
 - Animated the Emile playable character
 - Did all the animations for the Emile player tutorial level
 - Animated 17 minutes of cinematics
 - Ratatouille was the recipient of the “Best Animated Video Game” award at the 35th Annual Annies
 - **The Incredibles: Rise of the Underminer** **Xbox, PS2, GameCube, PC, Mac**
2004-2005
 - Animated the Frozone playable character including his unique ice based combat moves
 - Animated 15 minutes of cinematics including the fire escape scene

- **The Incredibles** **Xbox, PS2, GameCube, PC, Mac**
 2003-2004
 - Animated the Elastigirl player character working closely with programmers and designers to develop her unique combat animations
 - Animated and rigged many of the game's enemies including both robotic menaces and human opponents
 - Animated 14 minutes of cinematics
- **SpongeBob SquarePants: Battle for Bikini Bottom** **Xbox, PS2, GameCube**
 2002-2003
 - Animated the Sandy playable character's full move set including karate combat moves
 - Rigged and animated many diverse models including Plankton, Barnacleboy, and fish NPCs.
 - Animated 15 minutes of cinematics
- **Scooby-Doo! Night of 100 Frights** **Xbox, PS2, GameCube**
 2001-2002
 - Worked with programmers and designers on prototype villain gameplay
 - Animated and rigged the unique game villains including the Black Knight, Witch Doctor, Wolfman, Tar Monster, Funland Robot, Headless Spectre
 - Animated 10 minutes of cinematics

2003 *Sony Computer Entertainment America* *San Diego, CA*
 Freelance Animator

- **Sly Cooper Coke Commercial**
 - Animated Sly Cooper in a 40 second long commercial that appeared at movie theaters countrywide co-promoting Sly Cooper and Coke

2000-2001 *MyFrenz.com* *Freemont, CA*
 Character Animator

- **Canceled Project**
 - Created animations for virtual desktop characters that were both animals and humans
- Nelvana Entertainment, CGCG Production Inc. and Wang Film Productions*

1999-2000 *Taipei, Taiwan*
 Character Animator

- **Donkey Kong Country (TV Series)**
 - Brought life to characters for the third season of the award winning kids show
 - Animated facial/lip-sync animation and strong pantomime and acting

Skills

- Maya
- Photoshop
- 3D Studio Max

Education

1994-1998

Academy of Art
University

*San Francisco,
CA*

Bachelors Degree in 3D Modeling and Animation

- Worked on an opening cinematic for 3d Magazine's 1998 Big Kahuna awards
- Completed a course taught by Pixar employees on creating short films