



# Yue (Annie) Zhu

Animator/Designer/Storyboard Artist

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## Education

**The University of Edinburgh**      **Edinburgh, Scotland**  
**Design and Digital Media, MSc**

*Anticipated Graduation September 2021*

### COURSE WORK

- ◆ Design for Interactive Media, Dr. Jules Rawlinson
- ◆ Game Design Studio, Dr. Andrew Connor
- ◆ Dynamic Web Design, Dr. John Lee

**School of Visual Arts**      **New York, NY**  
**Bachelor of Fine Arts in Animation**      **2015—2019**

### COURSE WORK

- ◆ Story Pitch, James Grimaldi
- ◆ Advanced Animation Workshop, Frank Gresham
- ◆ Flash for Animation, Albert Pardo
- ◆ TVPaint Animation, Harry Teitelman
- ◆ Sound Design, Paul Goodrich

## Skills

**2D** | Flash, Toonboom (Advanced) - Harmony, Storyboard Pro, TVPaint Animation, Photoshop (Advanced), InDesign, Illustrator

**3D** | Blender, Cinema 4D, Substance Painter

**Game** | Unity

**Special Effects** | Adobe After Effects

**Web Design** | DreamWeaver, HTML, CSS, JavaScript

**Editing** | Adobe Premier, Final Cut Pro

**Sound** | Adobe Audition, Pro Tools

**General** | Animation, Graphic Design, 3D Modeling, Web Design, UI/UX, Storyboard, Illustration, Character/Background/Sound Design, Video Editing

**Languages** | Mandarin

## Work Experience

**Creative Firm**      **New York, NY**  
**Animator**      **Mar—May 2020**

- ◆ Responsible for the pre-production, including character and background designs
- ◆ Discussed and refined the story structure to make the animation more coherent and stimulating

**AKMH LLC, Harbor c/o Billions**      **New York, NY**  
**Animator**      **Jan—April 2020**

- ◆ Collaborated in animation production for the upcoming feature film *A Mouthful of Air*
- ◆ Created clean and consistent background designs, style frames, and color keys
- ◆ Worked closely with screenwriter and director to develop and improve the storyline
- ◆ Revised the original artworks and animatics

**Animator, Illustrator and Storyboard Artist (Contract)**  
**May 2019—present**

- ◆ Completed freelance projects included animations, designs, motion graphic videos, mobile games, music productions, and films, help clients stand out in their specific niche
- ◆ Deliver high-quality digital artworks on limited schedules through effective time management and client communication

**ideaMACHINE Studio**      **Union City, NJ**  
**Productions Intern**      **Sep—Oct 2019**

- ◆ Created commercial animations that distinguish clients' brands and missions
- ◆ Conceptualized and prepared production-ready illustrations and character design assets for motion graphic videos
- ◆ Assisted in revising and editing footage, created whiteboard animations in After Effects for clients' products
- ◆ Collaborated with directors, producers, and production team to produce company's branding videos

**Panda Corner Corporation**      **New York, NY**  
**Video Editing and Social Media Intern**      **Jun—Sep 2019**

- ◆ Worked with creative teams to produce visually compelling content; designed eye-catching animations, illustrations, and web banners in Adobe Photoshop and After Effects
- ◆ Edited short and long-form videos for social media include Instagram, Youtube, etc.
- ◆ Contributed to social media campaigns, assisted visual director, marketing managers, and other team members to develop creative marketing materials and brand awareness ads

**Wasabi Kikaku, Inc.**      **New York, NY**  
**Animation and Design Intern**      **Oct—Dec 2018**

- ◆ Designed web banners, logos, animated characters and full commercials
- ◆ Prepared Facebook ads and other promotional media
- ◆ Increased page view numbers from 2K to 4K for clients
- ◆ Illustrated line arts for clients' products
- ◆ Maintained and updated websites on WordPress