

Ivan Phu

Animator

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EXPERIENCE

Com2Us USA Inc — Jr. 2D Generalist

OCT 2019 - APR 2022

Performed role as the only animator within the U.S. Development team.

Produced and designed 2D-Animations of characters and visual assets for various mobile games within the company.

Utilized Unity's particle system to generate physics-based effects like fire and smoke.

Kilograph — Freelance Character Animator

SEPT 2018

Produced traditional 2D-Animation of a character for a chronic pain advertisement involving Pfizer through a week long freelance opportunity.

Collaborated with other Animators and Directors to achieve a desired final result through story boarding, aligning visual styles, and time management.

Riot Games — Freelance Concept Artist

MAR 2019 - MAY 2019

Interpreted the directions and overarching objective for a new design involving a pre-existing character from the Merchandise Team to develop a character model.

Maintained constant communication with the Merchandise Team and ensured all feedback was appropriately received and addressed.

Provided deliverables within a timely and professional manner.

OTIS College of Art and Design — Classroom Assistant

JUL 2018

Acted as a liaison and support for Art Teacher in a classroom environment.

Fostered and encouraged a sense of self-sustainability and the pursuit of additional interest for art among the students within the class.

Managed all art materials and assisted students between the ages of 14-18, with difficult concepts as well as providing creative feedback.

EDUCATION

OTIS College of Art and Design — BFA-Digital Media: Animation

CLASS OF 2018

Affiliated Associations

Video Game Club

D3 - Dungeons Dragons and Diversity

SKILLS



Adobe Photoshop



Adobe Animate



Adobe After Effects



Autodesk Maya



Unity



Procreate



ClipStudio Paint

LANGUAGES

Cantonese - Proficient

