

Ivan Phu

VFX Artist | 2D Animator

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EXPERIENCE

Heart Machine — VFX artist

NOV 2022 - NOV 2025

- Crafted real-time and 2D animated VFX for Possessor(s) & Hyper Light Breaker, using tools like Toonboom Harmony, Texture Packer, and Niagara.
- Drafted concept art and mock-ups for VFX.
- Supported and collaborated on character animation for Possessor(s) polishing character animations as well as crafting animations from existing concept art to finished state.

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

- Applied creative interpretation to evolve a pre-existing character design into a new, fully developed model aligned with the Merchandise Team's direction.
- Maintained constant communication with the Merchandise Team and ensured all feedback was appropriately received and addressed.
- Provided deliverables within a timely and professional manner.

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



Unreal Engine 5



Harmony



Procreate



ClipStudio Paint



Unity

LANGUAGES

English - Native

Cantonese - Verbal

