



Skills:

Organized
Leadership
Good Time Management
Flexible
Detail Oriented

Software:

Adobe Photoshop
Adobe Illustrator
Adobe Premier Pro
Adobe After Effects
Toon Boom Harmony
Procreate
Autodesk Maya
Microsoft Word
Microsoft Excel
Unreal Engine

Languages:

English
Mandarin

Education:

Bachelor of Fine Arts, Animation

Savannah College of Art and Design, Savannah GA, US

September 2021 – May 2025

Courses of Study included

Illustration, Art histories, Public Speaking, Business, Minor in Concept Design for Animation and Games

Work Experience:

Void Pets

Aug 2025 – Present

Freelance 2D Animator

- Developed 2D animated short-form content for the social media page of a wellness mobile game.
- Involved in the ideation, storyboarding, sound design, animation, cleanup and compositing phases of production.

Freelance Illustrator

2022 – Present

- Undertook various commissioned work, developing clients original characters
- Organized and ran a booth selling prints at a convention.

Film Works:

Reverie: Uharn Tan and Cas Isaac

Summer 2024 – Spring 2025

- Co-director of 2025 capstone film, Reverie. Overseeing production and guiding the vision of the film.
- Oversaw visual development for the film's environments and character design.
- In charge of rough animation and clean up, providing detailed critique.

SCAD Animation Studios: Time Flies

Winter – Spring 2024

- Assisted with cleaning up rough animation for the film.
- Helped with implementing 3D lighting onto 2D characters using a custom extension of Nuke called Pantheon.

Awards:

- Summa Cum Laude at Savannah College of Art and Design (Fall 2021 – Spring 2025)
- Savannah College of Art and Design academic honors and merit scholarship
- Credley Adobe Photoshop Certified Professional

Internships:

Buta Productions

Nov 2025 – Present

Rough animation trainee

- Received training on anime-style rough animation and in-betweening techniques
- Completed various animation exercises that were provided by the company.

Nexofkin Creatives

Summer 2024. Singapore

Motion Design Intern

- Assisted with developing storyboards as part of the pre-production process for various design projects.
- Helped with video editing and creating text transitions in Adobe After Effects.
- Created an animated sticker set for the company as part of a personal internship project.

Kohler Co.

July 2018. Shanghai, China

Design Intern

- Contributed to conceptualizing innovative ideas to improve user experience in the bathroom.
- Assisted in compiling desktop research on beauty and makeup integrations in the bathroom space, subsequently presenting my findings to the design team.