
Taiyu Ou

3D Animator

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EDUCATION

School of Visual Arts, New York - *Bachelor*

September 2019 - May 2023

GPA: 3.68/4.00

Computer Arts, Computer Animation and Visual Effects (Now as 3D Animation)

EXPERIENCE

School of Visual Arts, New York - *Thesis Producer*

September 2022 - April 2023

- Produce personal thesis for graduation
- Work individual includes character designs, modeling, rigging, animation, and visual effects.

School of Visual Arts, New York - *Individual Game Producer*

September 2021 - December 2021

- *Where is Mr.Lawrence* <https://taiyu-ou.itch.io/>
- Using Unity and assets from the asset store to create a personal game

SKILLS

Drawing, Modeling, Rigging, Animation, Video Editing

3D Software: Maya, Blender, Marvelous Designer, Cinema 4D, Substance Painter, Unity

2D Software: Photoshop, Premiere Pro, After Effects, CSP, Procreate

Language: Mandarin, Cantonese, English

RELEVANT COURSE

- Light and Render, Fall 2022
- Computer Animation, Fall 2019 - Spring 2022
- Video Game Design I, Fall 2021
- Traditional Drawing, Fall 2019 - Spring 2020, Spring 2022