

Denise Chu

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Objective A position as an Animator to provide high quality content that improves customer experience with gameplay.

Skills Flash After Effects
Photoshop Traditional 2D Animation
Maya Life Drawing

Experience RockYou, Redwood City, CA April 2010 - Nov 2011
Illustrator/Animator

- Designed and Illustrated assets for social games
- Animated characters and objects for games
- Created over 200 assets for Zoo World

Bumpin Us, Riverton, UT March 2011 - July 2011
Contract Artist

- Created concept art for Bumpin Uglies title
- Designed and illustrated “Uglies” characters
- Designed UI concept for unreleased title

The Art Institute of California-San Francisco June - Dec 2009
“Sput” - 3D animated short

Animator / Character Design / Character Modeler / Audio

- Designed and modeled “Puffball”
- Animated ending scene
- Arranged and mixed all audio

The Art Institute of California-San Francisco Sept - Dec 2008
“Hanna Batta Bronzos” - mixed media animated short

Animator / Character Design / Background Design

- Designed creatures for underwater sequence
- Created multi-layer background for underwater sequence
- Animated sea serpent for underwater sequence

Education The Art Institute of California-San Francisco, San Francisco, CA
B.S. Media Arts & Animation - 03/2010
Dean’s List – Summer 2007, Fall 2007, Spring 2008
Honor Roll – Winter 2008