

# michelle chan



3D animator

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<http://www.michellechanart.com>

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## SKILLS

- 3D character animation
- Tracking and rotoscoping
- Video editing

## SOFTWARE

- Maya
- 3DS Max
- Photoshop
- After Effects
- Premiere
- Nuke

## EXPERIENCE

Jan. 2016 - present

Keyframe Digital Productions

– 3D animator

Created animated scenes for a children's cartoon in a fast-paced environment within a team. Worked consistently with director, leads, and editors to assess continuity and flow.

Oct. 2015 – Dec. 2015

Humber College's "Instead of Homework"

– Character animator

Worked within a team to create eight seamless character animations for Unreal 4 using the Human IK rig. Rigged the Human IK rig to the character model for 3<sup>rd</sup> year game prototype.

## EDUCATION

Sept. 2013 – Apr. 2016

Humber College, Etobicoke, ON  
Advanced Diploma: 3D Animation, Art, and Design

Sept. 2007 – Apr. 2011

Brock University, St. Catharines, ON  
Bachelor of Arts: Interactive Arts and Sciences