

Claire Wu

3D Animator

San Jose, CA
clairewuanim.com
clairewuanim@gmail.com
[LinkedIn](#)

SKILLS	EXPERIENCE
MAYA	PREVISUALIZATION ARTIST, DIGITAL DOMAIN MAR 2025 – JUN 2026 - Developed 3D previz and postviz sequences, utilizing both keyframe animation and motion capture data to establish camera layouts and pacing - Pitched innovative alternative shot layouts and creative staging solutions that were successfully adopted into the final theatrical films - Maintained strict visual continuity by establishing foundation lighting in Maya and matching looks across consecutive shots - Composited rapid overlay slap-comps in After Effects and generated multi-view technical layouts (techviz) to support editorial and physical production teams
MOTION BUILDER	3D ANIMATOR, FREELANCE SEPT 2024 – MAR 2025 - Created dynamic creature animations using keyframe techniques in Maya - Refined and polished motion capture data for bipedal characters with Motion Builder - Exported completed animation files and verified functionality in Cinema 4D, ensuring assets met quality standards and performed as expected
UNREAL ENGINE	ANIMATION LEAD (NO VACANCY), ARTCENTER COLLEGE OF DESIGN JAN 2024 – APR 2024 - Directed a team of 10 animators, delivering the capstone animation short, "No Vacancy", from previz to fully rendered, within deadlines and to the highest quality standards - Developed and implemented a comprehensive project roadmap, ensuring seamless communication and alignment between directors and departments - Managed and executed character and prop utilizing keyframe animations in Maya to ensure a consistent style and high-quality standards - Guided underclassmen through the successful execution of a cross-departmental animation project, fostering teamwork and creative problem-solving
DAVINCI RESOLVE	ANIMATION LEAD (NEO-VERSAILLES), ARTCENTER COLLEGE OF DESIGN JAN 2023 – MAY 2023 - Led a team of 4 animators to deliver the original indie game "Neo-Versailles", ensuring consistent quality and style across all character animations - Coordinated cross-departmental timelines, maintained weekly updates in Confluence, and held update meetings to streamline communication and keep all deliverables on schedule - Developed and implemented an optimized file-naming system in Perforce to improve asset management and workflow efficiency - Collaborated with technical engineers and developers to refine the animation pipeline and enhance overall output quality
ZBRUSH	TEACHING ASSISTANT (CONCEPT ART 2), ARTCENTER COLLEGE OF DESIGN SEPT 2021 – MAY 2022 - Streamlined classroom processes, including weekly check-ins, assignment tracking, and student support, under Professor Bryan Sims - Maintained comprehensive student records and critique notes for professor's grading reference
PHOTOSHOP	B.S. IN ENTERTAINMENT DESIGN (ANIMATION) – ARTCENTER COLLEGE OF DESIGN PASADENA, CA SEPT 2020 – APR 2024 2020-2024 ARTCENTER PROVOST'S LIST RECOGNITION 2020-2024 ARTCENTER MERIT SCHOLARSHIP - Graduation with Distinction (GPA Above 3.8 with Professor Recommendation)
ILLUSTRATOR	MOTION CAPTURE – IANIMATE SEPT 2024 – JAN 2025 Specializing in motion capture techniques for animation using Motion Builder
TOONBOOM HARMONY	MENTORSHIP PROGRAM – LUPIN HOUSE OCT 2024 – DEC 2024 Enhancing animation skills and gaining industry-level feedback from mentor, Rebecca Liu
PYTHON	
MICROSOFT OFFICE SUITE	
GOOGLE WORKSPACE	
LANGUAGES	
ENGLISH (NATIVE)	
MANDARIN (NATIVE)	
JAPANESE (INTERMEDIATE)	
FRENCH (BEGINNER)	