



Jennifer Sun

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PROFILE

Hardworking and highly adaptable animation graduate with strong character design, storyboarding, and layout skills looking to find a position to work with and learn from industry professionals.

EDUCATION

Bachelor of Animation
Sheridan College

Sept.2011-2015

SKILLS

- ❖ Excel at character design, story development and layout creation
- ❖ Well versed in Toon Boom Harmony character rigging, animating, and coloring
- ❖ Skilled in traditional and digital 2D animation
- ❖ Great understanding of dynamic anatomy, structure, gestural poses, line quality
- ❖ Flexible with drawing style (adept to graphic simplicity and illustrative detailed rendering)
- ❖ Skilled in digital painting/rendering, good sense of color and lighting
- ❖ Excellent communication and time management skills (fluent in both English and Mandarin)
- ❖ Work well with others; very cooperative, and receptive to feedback

SOFTWARE

- | | | | |
|---------------------|-----------------|------------------|--------|
| ❖ Photoshop | ❖ Premiere Pro | ❖ Storyboard Pro | ❖ Maya |
| ❖ Flash | ❖ After Effects | ❖ Illustrator | ❖ SAI |
| ❖ Toon Boom Harmony | | | |

WORK EXPERIENCE

Freelance Artist

Self-employed (Toronto, Ontario)

April 2011-Present

- ❖ Designed various characters and costumes for an online RPG game "Luminare Saga"; learned to conform to a specific art style, created characters of different age tiers, and improved costume design ability
- ❖ Created digital concepts and clean ups for Skynamic Studios; followed tight deadlines, and developed strong problem solving skills
- ❖ Designed character concepts, and also rendered sprites for an indie Visual Novel "Lost in the Drift"; improved costume design skills, and developed better sense of gestural posing
- ❖ Created graphic icons, menu layouts, and template designs for various clients; improved vector skills, and sense of color and design

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Lead Illustrator/ Character Artist

Sakura River Interactive (Toronto, Ontario)

May 2014-August 2014

- ❖ Designed and illustrated character sprites, cgs, and promotional art for a visual novel game; learned asset managing and improved overall illustration skills
- ❖ Created layouts for specific scenarios; improved sense of lighting and perspective

Illustrator/Graphic Designer

Gwin Games LLC (Telecommute, US)

July 2015-Present

- ❖ Created characters, high resolution CG art, and layouts for a table top dueling card game "Love Formula"; worked under tight schedules, and improved sense of composition/lighting, and painting skills,
- ❖ Designed graphic icons and card templates; improved design and vector drawing skills

Illustrator/Character Artist

Duofun Studios (Telecommute, US)

October 2015-May 2017

- ❖ Designed characters of various occupations for mobile app game "Chief Puzzle Officer"; learned to be more diverse with creation in terms of ethnicity, age, and body shape, also improved flexibility with art style

Illustrator

InvertMouse (Telecommute, Australia)

Jan 2017-Present

- ❖ Created character sprites/designs, layouts, and CG art for Visual Novel Game "Without Within 3"; learned to work with and problem solve with team members, improved communication skills, and further developed painting rendering skills