

Kevin Michael Yong Qu

Character TD/Animator

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Experience

Ready at Dawn (Irvine, CA)

Dec2020 - Apr2023

Rigging Artist

Working for first party studio Ready at Dawn (Meta Platforms, Inc). Projects include:

Unannounced project (TBA)

- Working on asset creation and establishing a rigging pipeline from ground up

Lone Echo 2 (2021) Rift

- Asset creation and implementation
- Assisted in facial systems and lip sync implementation

Echo VR (2018) Rift/Quest 2

- Assisted in rigging multiple cosmetics for 6 different battlepasses
- Helped establish a workflow for a constant flow of content

Penrose Studios (San Francisco, CA)

Nov2015 - Dec2020

Software Engineer/Character TD

Full-time work at VR studio. Tasks include:

- Supervise rigging of all characters and props
- Bring animation assets into Unreal Engine 4 and set up sequencers/matinee
- Assist animators with technical challenges
- Write Python/MEL tools to improve pipeline
- Prototype ideas and tools for VR

Unannounced project (TBA)

- C# programming in Unity
- Blueprint programming in Unreal Engine 4
- Asset management and implementation

Arden's Wake (2017) Vive/Rift

- Rig characters and props
- Rope simulation
- Animate production shots

Allumette (2016) PSVR/Vive/Rift

- Rig all characters and props
- Animate secondary characters

Rose & I / Rosebud (2016) Vive/Rift/GearVR/Daydream

- Assist with rigging/animation for mobile versions ports

Gears for Breakfast (Denmark)

May2016 - Oct2022

Rigger/Animator

Remote work for videogame company

Unannounced project (TBA)

- Rigged and setup multiple characters and props in engine
- Assist with troubleshooting animation problems

A Hat in Time (2017), DLC1 (2018), DLC2 (2019) PC/PS4/Xbox One/Nintendo Switch

- Retarget animations to new characters
- Character and props rigging
- Gameplay and cinematic animation

Bespoke (San Francisco, CA)

Aug2015 - Sep2015

Rigger

Freelance work for tech company

AAU Studio X Rigging (San Francisco, CA)

Jun2014 - Aug2015

Character TD

Rigging studio experience program from the Academy of Art University. Tasks include:

- Supervise junior riggers

- Rig variety of characters and props

- Projects include *"Junior Giants Foodiecats"*, *"Tuff Stuff"*, *"Grounded"*, *"The Knight"*, *"Wishing Box"*

Skills

Software: Maya, Photoshop, After Effects, Premiere, Shotgrid, Unreal Engine 5, Unity, UDK

Technical Skills: Python/MEL/PyMel Scripting, Paint weights, Rig setup, Stretchy and Bendy systems, Blend shapes sculpting, C# Unity programming, UE4 Blueprint programming.

Education

Academy of Art University, San Francisco, CA

Sep2011 - Aug2015

Bachelor of Fine Arts in Animation and VFX