Kevin Michael Yong Qu

Character TD/Animator
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Experience

Tencent America LLC (Irvine, CA)   Aug 2023 - present
Technical Animator
Full-time work for first party studio Lightspeed LA

LAST SENTINEL (TBA)
- Build a rigging pipeline from ground up for a brand new studio and project
- Write and maintain animation and mocap tools used daily
- Rig and maintain thousands of assets including characters/props/weapons/vehicles
- Collaborate with art and engineering to implement assets in an optimized and modular way
- Write and maintain production tools using shotgrid and jira APIs

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Meta Platforms, Inc (Irvine, CA)   Dec2020 - Apr2023
Rigging Artist
Full-time work for first party studio Ready at Dawn. 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 required for a live-service game

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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/matinees
-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

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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

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Bespoke (San Francisco, CA)   Aug2015 - Sep2015
Rigger
Freelance work for tech company

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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"*

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Skills

Software: Maya, Zbrush, Shotgrid, Unreal Engine 5, Unity, Jira

Technical Skills: Python/MEL/PyMel Scripting, Modular rig setups, blend shapes, FACS, C# Unity programming, Unreal Blueprints, Mocap workflows, Cloth simulation.

Education

Academy of Art University, San Francisco, CA   Sep2011 - Aug2015
Bachelor of Fine Arts in Animation and VFX