

SHEENU YOU

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2D/3D ANIMATION/RIGGING INTERNSHIP 2021

EDUCATION

Entertainment Technology Center

Pittsburgh, PA (CA Remote)

Master of Entertainment Tech

May 2022

Carnegie Mellon University

Pittsburgh, PA

Bachelors of Fine Arts

May 2020

3.58/4.0 GPA

University of Southern California

Los Angeles, CA

Summer 2017

RELEVANT COURSEWORK

Building Virtual Worlds

Electronic Media Studio:

-Moving Image

-Interactivity

USC-Fundamentals of Animation

Advanced Electronic Timebased Media:

-2D Animation

-Animation Art/Technology

-Realtime Animation

-Experimental Animation

SKILLS

Adobe Suite

Clip Studio Paint

Autodesk Maya

Unity

Toon Boom Harmony

FL Studio

Audacity

Sublime

Cinema 4D

Blender

Solidworks

Unreal Engine

ACHIEVEMENTS

-Worked with a team of only three people and won second place in Spring 2017 GCS Release Fair with Cute and Deadly Dolphins. Won on my first time being a team leader

EXPERIENCE

-Paid content creator and animator on YouTube

ACADEMIC PROJECTS

Game Creation Society (www.gamecreation.org) Pittsburgh, PA

Artist, Animator, Team Captain Fall 2016 - Present

-Maintained creative and technical direction of some game projects

-Created 2D and 3D art assets for many team projects

-Head animator for most team projects

Carnegie Monocle Pittsburgh, PA

Animator, Designer, Assistant Programmer Spring 2019

Project was led by artist and animator Johannes DeYoung.

-Assisted in AR and UI programming

-Designed UI assets for mobile device use

-Created animations for UI and AR graphics

PERSONAL PROJECTS

Matter of Time - Spring 2020

Writer, Director, Animator, Programmer

Interactive 3D animated shortfilm created in Unity.

Dogma City (Working Title) - TBA 2021

Writer, Director, Producer, Animator, Rigger

2D animated series created with Toon Boom Harmony, composited with After Effects, rendered with Cinema 4D.

Blurb and Blab's Pizza - Fall 2018

Writer, Director, Artist, Animator

Short film animated and rendered in 3D with Autodesk Maya.

Feed the Box - Fall 2019

Writer, Director, Artist, Animator

Short film animated with Adobe Animate, rendered with Cinema 4D, and composited with Adobe After Effects.

INTERESTS

Learning new art skills and escaping comfort zone, animating, making art, character designing and cartooning, experimenting, cooking, making video games, composing music, implementing art and technology, telling stories