



YALING ZHANG

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PROFILE

A dynamic animator with eight years of professional experience, specializing in character animation, game development, and cinematic storytelling. A proven track record of collaborating with creative teams to deliver immersive and dynamic animations for critically acclaimed games..

KEY SKILLS

- 3D animation
- Character animation
- Cinematic storytelling
- Motion capture
- Game development

PROFESSIONAL EXPERIENCE

Senior Animator

Sapphire Games Studio, San Diego, CA | June 2017 to present

- Lead all aspects of animation design for awarding-winning role-playing games (RPGs) generating over \$20 million in sales, including "The Last Sonata," and "The Arlo Story"
- Implement advanced motion capture techniques to create realistic character movements, enhancing player immersion and emotional resonance
- Oversee facial animations and collaborate with writers and concept artists to improve believability and audience connection with characters

Animator

Crimson Forge Entertainment, San Diego, CA | May 2014 to June 2017

- Produced 3D character animations for a major action role-playing game (ARPG), "Kindred Souls," which sold over 600,000 copies within the first year
- Partnered with directors and animation teams to develop cutscenes and cinematic sequences, receiving praise for their groundbreaking, emotional style
- Created engaging gameplay animations and integrated assets into the Unreal Engine

EDUCATION

Bachelor of Arts (B.A.) Animation

California State University, San Diego, CA | 2016

CERTIFICATIONS

- Autodesk Maya Certification | 2017
- Advanced Adobe After Effects Certification | 2016