



Benson Yu

Digital Artist & 3D Generalist

Contact

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Education

Northeastern University
Boston, MA

BFA in Media Arts - May, 2020
Concentration: Animation
GPA: 3.9

Animation Mentor, Online Trade School

Expected April, 2021
Relevant Coursework: Animation Basics,
Body Mechanics, Maya Workshop

Software

Autodesk Maya
Zbrush
Substance Painter
Blender
Unity
Photoshop
Illustrator
Premiere Pro
InDesign
After Effects

Skills

3D Character Animation
3D Modeling
Texturing
Rigging
Concept Development
Illustration - Painting & Cell-Shading
2D Puppet Animation
Character Design

Experience

Bare Tree Media

Illustrator / Animator, January 2019 - June 2019; June 2020 - Present

Boston, MA

- Designed, illustrated, and animated branded digital messaging stickers for companies including Disney, Warner Brothers, and Laika.
- Designed, illustrated, and animated short animations for company social media.
- 3D modeled and animated simple character loops and assets for augmented reality features on Snapchat.

3XR

3D Generalist, October 2019 - Present

Boston, MA

- Utilized Blender to model and texture a variety of furniture and products for AR viewing on retail websites.

Northeastern University Animation Student Association

President, Fall 2019 - Spring 2020

Vice President, Fall 2018 - Spring 2019

Boston, MA

- Organized executive board tasks and hosted bi-weekly events that drew up to 70+ attendees.
- Illustrated and designed media assets for social media announcements.
- Redesigned and improved animation club mascot and created unique assets for individual events.

Short Film: "Invasion"

Character Animator, January 2019 - May 2019

Boston, MA

- Provided character animation and rendering for student film that was screen at film festivals around the globe in 2019, including Overmountain Animation Festival, Tulum World Environment Film Festival, and the Wildlife Conservation Film Festival.

National Geographics - Cengage Learning

Digital Productionist, July 2017 - December 2017

Boston, MA

- Utilized software tools to produce and assemble assets for digital textbooks made by large teams in multiple locations.
- Managed multiple projects and tasks in a large team with demanding time constraints.
- Managed assets involving images, video subtitling, and textbook content.

Global Game Jam 2016 - Salmon Upstream

Digital Artist, January, 2016

Boston MA

- Illustrated multiple 2D character sprites, item sprites, detailed backgrounds, and game cover art.
- Designed in-game shop UI.
- Worked under the heavy time constraints of a 48 hour competition.