

ANSHIN CHU

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Vancouver, BC , Canada
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Employment Objective: To secure a character modeling position where I may further utilize my talents working in a highly creative, organized, and team driven environment.

EMPLOYMENT

July 2007 - Present

Senior Character Artist

Big Sandwich Games

20 - 1551 Johnston Street, Vancouver, BC V6H 3R9

Oct 2006 - May 2007

Senior Character Artist

Threewave Software

948 Homer Street, Suite 400, Vancouver, BC V6B 2W7

- established higher quality of art, acted as art lead to jr. artists, finalized characters on Internal Projects, assist in environment production and finalized lighting in multiplayer maps for Turok using the Unreal Editor for XBOX 360

Jan 2006 - Aug 2006

Senior Character Modeler/Texture Artist

Blue Castle Games

5151 Canada Way, Suite 300, Burnaby, BC V5E 3N1

- create prototype art, model, texture, supervise art quality of modeling team, blend shapes, assisted in pipeline creation and scheduling, for XBOX 360, PS2

Sept 2004 - Dec 2005

Associate Character Modeler/Texture Artist

Electronic Arts Canada

4330 Sanderson Way, Burnaby, BC

- modeled and textured player heads in FIFA World Cup 2006, FIFA 2006, FIFA Street 2005 for current generation platforms

April 2001 - April 2004

Lead Character Modeler/Texture Artist

Radical Entertainment

369 terminal Ave, Vancouver, BC

- modeled, textured, and rigged characters in The Hulk, The Simpsons Hit & Run, CSI: Crime Scene Investigation and CSI: Dark Motives

Nov 2000 - April 2001

Character Modeler/Texture Artist

Mainframe Entertainment

200-2025 W. Broadway, Vancouver, BC

- Modeled, textured, and face shapes for characters in Barbie in the Nutcracker DVD

EDUCATION

Jan 2000 - Oct 2000

Vancouver Film School

3D animation 10 month program

SOFTWARE

Maya 8.5

Zbrush 3

Photoshop CS2

Adobe After Effects

Unreal Engine

REFERENCES

Available upon request