





Yaling Zhang

Animator

A dynamic animator with over 10 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.

CONTACT

-  (123) 456-7890
-  email@example.com
-  LinkedIn | Portfolio
-  San Diego, CA 12345

EDUCATION

Bachelor of Arts (B.A.) Animation
California State University, San Diego,
CA

KEY SKILLS

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

PROFESSIONAL EXPERIENCE

Senior Animator | Sapphire Games Studio, San Diego, CA
June 2017 – 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 – 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

CERTIFICATIONS

- Autodesk Maya Certification, May 2017
- Advanced Adobe After Effects Certification, June 2016