

Ju Li Khaw

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Skills

- Clear understanding of animation principles paired with strong acting skills and facial animation
- Knowledge of keyframing and motion capture animation techniques
- Proficient in Softimage XSI, Maya, 3Ds Max, MotionBuilder, Photoshop, Illustrator, InDesign, Dreamweaver, Premiere, After Effects, and Final Cut Pro
- Programming Languages: Java, Javascript, OpenGL, C++, Xhtml, Asp.net, .php

Education

Vancouver Film School (2008-2009) Diploma in 3D Animation and Visual Effects
• Awarded VFS Festival Scholarship for August 2009

University of Iowa (2004-2008) B. A. in Computer Science and Art:Studio Emphasis (Graphic Design)
• Graduated with Honors in Art:Studio Emphasis

Employment

3D Animator (2010) Pendulum Studios
• Animated standard gameplay moves; cleaned/processed mocap data; animated cameras, props, & characters for gameplay animatics and cinematics
• Game Credits: *Tron: Evolution*, *Iron Man 2* (game Prologue trailer)

Web Developer (2006-2008) University of Iowa Alumni Association
• Designed, coded & maintained webpages; oversaw development of various section of website

Research Assistant (2005-2006) University of Iowa Hospital
• Built & managed databases; directed phone calls; assembled patient visit packets

Bank Teller (2005) Pilot Grove Savings Bank
• Handled money, balanced checkbooks, entered data, provided customer service

Violinist (2002-2004) Miscellaneous
• Hired for solos, quartets & orchestras; generated publicity, organized gigs, ordered/supplied music

Awards

Short Film: Rain Crowds (2010)
• Screened at the 2010 Tiburon International Film Festival
• Chosen as one of the Top 100 films of the 2010 YoungCuts Film Festival

References

Magic Eslami (Vancouver Film School)
Animation Instructor
Email: magice@vfs.com

Morgan Ratsoy (Vancouver Film School)
Animation Mentor
Email: mratsoy@vfs.com