OLIVIA FU

she/her
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Education

Issaquah High School

Issaquah, Washington

- Graduated June 2021

Bellevue College

Bellevue, Washington

- Graduated June 2021
- Running Start/Pre-College student
- Relevant Coursework: Drawing for Animation I, Drawing for Animation II, Digital 2D Design, Two-Dimensional Design, Survey of Digital Media Arts, Writing Fiction I

Art Center College of Design

Pasadena, California

- Undergraduate in Entertainment Design: Animation Track
- BS Bachelor of Science
- Minor in Creative Writing
- Attending September 2021-Present
- Estimated to Graduate Spring 2025
- Worked on 7 student films and 2 game projects

Skills and Abilities

- English and Chinese Speaking
- Concept Art and Visual Development
- Illustration
- 2D and 3D Animation
- 3D Modeling
- Writing and Narrative Design
- Game Design
- Social Media Content and Engagement: Twitter, Instagram, Youtube, Reddit, Tiktok, Discord
- Fluency in Adobe Photoshop, Clip Studio Paint, Procreate, Maya, Zbrush
- Proficiency in Adobe Premiere, Adobe Illustrator, Adobe After Effects, Unreal Engine 5, Substance Painter, Unity, Unity C#

Work Experience

Content Intern at *WEBTOON*

- July 2021-September 2021
- Duties Include:
  - Weekly presentations on research reports
  - Pitching and creating original stories
  - Editing WEBTOON original webcomics
  - Creating social media content
  - Worked with IPs from DC Comics, Archie Comics, and Wattpad

Teacher Assistant at *Art Center College of Design*

- September 2023-Present
- For the class Shorts 1-1 under Overwatch Cinematic Director Benjamin Dai
- Duties Include:
  - Help students develop their animated short films through script writing, art direction, concept, storyboarding, and the pipeline process

Director on *Alivestream*

- January 2023-December 2023
- Created, directed, and wrote a four-minute animated 2D film for the ACCD short program
- Directed and co-managed a team of over 20 people
- Contributed to character design, background painting, storyboarding, and 2D animation

Producer, Concept Artist, and Animator on *Dokkaebi*

- January 2024-April 2025
- Aiding in producing a CG-animated capstone film
- Environment and character design for 3D assets
- Did CG animation for the film

Game artist at *Bloo Owl Studios*

- July 2024-Present
- Lead cutscene illustration artist, doing the in-game story montages in a manga/comic style
- Created the character illustrations for the game's cover art, featured in the press and on Steam
- Working under and alongside the game director and art director to create finished artwork