

# MAGNUS VLADIMIR O. YU

*www.magnusyu.com*

(65) 83840857 • magnusyu@gmail.com

---

## OBJECTIVE

Making memorable stories that inspire people; breathing life into characters through animation, keep on improving and be an integral part of a team.

## EDUCATION

### **AnimationMentor.com**

**July 2011 - Dec 2011**

*Certificate in Animals and Creatures Masterclass*

6 months course focused on animating realistic animals and creatures, from quadrupeds to wing creatures; mentored by professional animators such as Scott Carrol and Nicolle Herr.

### **AnimationMentor.com**

**June 2006 - Dec 2007**

*Diploma in Advanced Character Animation Studies*

1 year and 6 months diploma course, mentored by professional animators such as David Breaux, Victor Navone, Chris Derochie, Bret Parker, Sean Sexton, Elliot Bour and Brett Schulz.

### **De La Salle – College of Saint Benilde**

**April 2001 - Dec 2004**

*Bachelor of Arts, Major in Multimedia Arts*

*3 years and 8 months degree program*

## WORK EXPERIENCE

### **Ubisoft Singapore**

**Nov 2009 - Present**

*Animator*

- Assassin's Creed Revelations (Action, Xbox/PC/PS3 – 2011)  
Coproducted with Ubisoft Montreal, Animator in charge of animating human characters for in game cinematics.
- Ghost Recon Online (First Person Shooter, PC)  
Animator in charge of animating in game animation cycles
- Assassin's Creed Brotherhood (Action, Xbox/PC/PS3 – 2010)  
Coproducted with Ubisoft Montreal, Animator in charge of animating in 2 maps for human characters and breakable objects.
- Prince of Persia: The Forgotten Sands, (Action, Xbox/PC/PS3 – 2010)  
Coproducted with Ubisoft Montreal, Animator in charge of animating human characters, creatures and objects for in game cinematic. Work on animations for various projects

### **Freelance Artist**

**Jan. 2009 - Nov. 2009**

- Created various graphic designs for marketing promotion of products
- Work on animations for various projects

# MAGNUS VLADIMIR O. YU

*www.magnusyu.com*

(65) 83840857 • magnusyu@gmail.com

---

**PAGE 2**

**Lucasfilm Animation Singapore**

**June 2008 - Nov. 2008**

*Jedi Masters Program: Animation Apprentice on Star Wars Clone Wars*

**Apprentice Training (3 months)**

- Trained in character animation by Shawn Kelly and Kevin Martel both professional animators from Industrial Light and Magic
- Animated various body mechanics, dialogue tests, and fight scenes with rigs used for the Clone Wars TV Series

# MAGNUS VLADIMIR O. YU

*www.magnusyu.com*

(65) 83840857 • magnusyu@gmail.com

---

## PAGE 2

### **Live Production (3 months)**

- Worked with animation for Clone Wars TV Series under direct supervision by Jason Ho (senior animator) and Lennie Graves (animation supervisor)
- Animated various character dialogue shots
- Animated various moving vehicles

### **Kinematic Studios**

**April 2005 - Sept. 2007**

#### *3d Artist*

- Work as a team to develop designs, 3d models and textures
- Work on animations for various projects
- Conceptualize graphic design and 3d stills for use as print collaterals

## **SKILLS**

Proficient

Autodesk Maya

Adobe Photoshop

Adobe Premier Pro

Autodesk Motion Builder

Familiar

Autodesk 3d Studio Max

Adobe Flash

Adobe Illustrator

## **A WORD ABOUT ME**

*A team player works hard and keeps on improving.*

## **REFERENCE**

Wilfred Trottet

Lead Animator

Ubisoft Singapore