

JASON SHUM

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WORK EXPERIENCE

- Amazon Games Studio**, Irvine, California Aug 17- current
Senior Animator
- Currently working on *unannounced project*
- Riot Games**, Los Angeles, California Jan 16- Aug 17
Senior Animator
- Gameplay Animation on *League of Legends*. Worked on many different champions covering locomotion, combat, and emote animations.
- Ready at Dawn Studios**, Irvine, California Jan 14 – Jan 16
Senior Animator
- Gameplay animation on *The Order: 1886*. Worked on different gameplay systems such as player and AI navigation, weapons, interactive quicktime events, and creature AI.
- Spark Unlimited**, Los Angeles, California Mar 12 – Dec 13
Lead Animator
- Manage a team of seven animators working on video game *Yaiba: Ninja Gaiden Z*. Responsible for maintaining animation quality of in-game and cinematic animations while doing hands on work animating combat and locomotion cycles for all characters.
 - Worked with Tech Art team to establish animation pipeline for animation process and export.
- Electronic Arts**, Los Angeles, California Dec 11- Mar 12
Senior Animator
- Previs animation for *Medal of Honor: Warfighter*, worked off a script to storyboard and layout action sequences for cinematics
- Pixomondo**, Burbank, California April 11-Dec 11
Animator
- Animation for feature films *Green Lantern*, *Journey 2: The Mysterious Island* and TV show *Terra Nova*
- Blur Studio**, Venice, California Mar 10 – Jan 11
Animator
- Character animation and motion capture clean up for video game cinematics
Star Wars: The Force Unleashed 2, *The Old Republic*, *DC Universe Online*, *Batman: Arkham City*.
- The Third Floor**, Los Angeles, California Feb 10 – Mar 10
Previz Animator
- Character animation and motion capture actor for *Sniper: Ghost Warrior* video game intro cinematic
- Pandemic Studios**, Los Angeles, California May 01 – Jan 10
Animator
- In-game animation, cinematics and rigging for *Mercenaries 1 and 2*, worked closely with combat designers on main character's melee and action hijack systems
 - Previsualization of traverse and melee system for *Saboteur*. Worked on locomotion cycles and combat system for main character
 - In-game animation for *Star Wars: The Clone Wars*
- Volition, Inc.**, Champaign, Illinois Mar 00 – Apr 01
Animator
- Animation and rigging for PS2 games *Red Faction*, *Summoner*
 - Lead Animator on prototype phase of *Summoner 2*

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TEACHING EXPERIENCE

- iAnimate.net**, Los Angeles, California Mar 15 – present
Online Animation Instructor
• Teaching *Games Workshop 1* class
- Gnomon School of Visual Effects**, Los Angeles, California Sept 11 – present
Animation Instructor
• Teaching *Character Animation 1* class
- Santa Monica College**, Los Angeles, California Feb 12 – July 15
Adjunct Instructor
• Teaching *Beginner 3D Animation* and *Advanced 3D Animation* classes

EDUCATION

Vancouver Film School, Vancouver, British Columbia, Canada
3D Animation and Visual Effects – June, 1999

REFERENCES

Adam Batters
Senior Software Engineer, Blizzard Entertainment
(949) 293-3567

Ben Terry
Executive Producer, Oddworld Inhabitants
(562) 688-1338

Young Choi
Co-Founder, Lightbound Studios
(213) 713-6962