

★ Demo Reel

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EDUCATION

Academy of Art University
MFA, Animation & VFX
Sept 2016 - Dec 2019

Guangzhou Academy of Fine Arts
BFA, Illustration
Sept 2012 - July 2016

SKILLS

CG Animation
Previsualisation
Motion Capture Cleanup
Compositing
Props Rigging
Storyboarding
Character Design
Illustration
Traditional Animation

SOFTWARE

Autodesk Maya
Blender
Motion Builder
Unreal Engine
Perforce
PFTrack
Shotgun
JaaS/Jira
Adobe After Effects
Adobe Premiere Pro
Google Suite
Microsoft Office

AWARDS

Disney ImagiNation Hong Kong
Competition 2015
- 1st Runner Up

LANGUAGES

English/Cantonese/Mandarin

NATHALIE MAI

CG ANIMATOR

WORK EXPERIENCE

★ Electronic Arts (Canada) Inc.

CG Animator

Maxis Project Rene | Aug 2022- Present

- Created consistently stylized animations using keyframes to convey a range of emotions through diverse acting and visual aesthetics.
- Communicated with leads and supervisor proactively to seek out and address feedback to ensure high-quality work was completed within a deadline-driven environment.
- Worked alongside the technical art and concept department to provide feedback on character rigs, props, and in-house tools.
- Evaluated and test the performance of various animations for compatibility within the engine.

★ PlayStation Studios Visual Arts Cinematic Animator

The Last of Us Part I Remake | Aug 2021 - May 2022

- Created high-quality cinematic character animations using hand-key animation and motion capture data.
- Combined HMC face solve data with hand key animation to develop desired performance.
- Animated and polished animation for sequences, including body animation, facial expression, and props.
- Collaborated with other departments to provide feedback and ensure that animation requirements were effectively integrated into engine builds.
- Participated in team meetings and dailies to remain informed about animation guidelines and pipeline requirements.

★ The Third Floor, Inc Previs Animator

Marvel TV Series Hawkeye | Ms.Marvel | Nov 2020 - July 2021

- Developed stylized character animation involving body mechanics, expressions, and emotions.
- Worked alongside the assets department to create unique designs for specific sequences or character requirements.
- Established dynamic scenes combined with cinematic camera movements and motion capture data.

★ Nickelodeon Animation Studio

CG Generalist Intern

Kamp Koral: SpongeBob's Under Years 2021 | Feb 2020 - Sept 2020

- Collaborated with character TDs and animation directors in testing character rigs to meet the animation operation requirements.
- Quality checked CG assets: UVs, Texture, Rigs, Ctrls, Renders, and worked from model packs.