

★ Demo Reel

[www.natanim.com](http://www.natanim.com)

✉ [nathalie.anm@gmail.com](mailto:nathalie.anm@gmail.com)

☎ 415-231-8813

## 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  
Autodesk Mudbox  
Motion Builder  
Unreal Engine  
Perforce  
PFTrack  
Shotgun  
Adobe After Effects  
Adobe Photoshop  
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

### ★ PlayStation Studios Visual Arts Cinematic Animator

Unannounced AAA game project | Aug 2021 - May 2022

- Created high-quality cinematic character animations using hand-key animation and motion capture data.
- Communicated with leads and supervisor proactively to seek out and address feedback to complete work to quality in a deadline-driven environment.
- 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.
- Worked alongside the technical art department to provide feedback on character rigs, props, and in-house tools.
- Helped new team members acclimate to the project.
- 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 from storyboards and/or concepts to enhance the story.
- 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, Ctrl, Renders, and worked from model packs.

### ★ Studio X CG Animator

Feb 2018- Dec 2019

- Participated in a variety of animation projects, such as "Jr. Giants Foodie Cats", "Monsters In The Dark", "Coyote's Place" and "Dino Hunt".