

Bohan (Chris) Chang

Junior Animator

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Professional Summary

I am a passionate 3D character animator who excels at bringing virtual worlds to life through engaging game animations. Proficient in industry-standard software like Maya, Spine Animation, and Unity, I specialize in crafting lifelike movements and expressions to enhance player immersion. I am eager to contribute my skills and expertise to a visionary team committed to pushing the boundaries of interactive entertainment.

Experience

3D Animator

January 2024 to April 2024

ACCD Animation project: "Tall Wall" - Pasadena, California

Character and props animation

2D Spine Animator

September 2023 to April 2024

ACCD game project: " Underneath Tehom" - Pasadena, California

Design a variety of in-game animations for different characters, including: attack, injury, standing, special skills, etc.

Concept Artist

September 2020 to December 2020

Shanghai Film Studio - Shanghai

Education

Bachelor of Science (B.S.) in Animation : April 2024

ArtCenter College of Design

Skills

- | | |
|------------------------|------------------|
| • 3D Animation | • Maya |
| • 2D Spine Animation | • Unity |
| • 3D Modeling | • Zbrush |
| • Toonboom Harmony | • Storyboard Pro |
| • Digital Illustration | • Procreate |

Languages

- | | |
|---------------------------------------|-------------------------------|
| • Chinese (Mandarin)
Native | • English
Bilingual |
| • Japanese
Conversational | |

Awards

- Artcenter College of Design graduate with honor