

Jeremy Sum

Character Animator



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<https://www.jeremysum.art/>

Passionate and highly skilled artist that strives for success, and dedicated to delivering quality works. A confident 3D animator that excels in team-building environments, graduated from Savannah College of Art and Design, with additional experiences in 2D animation, illustrations, and storyboarding. Willing and committed to learning new software and branch out skills that benefit future creative productions.

Education

Bachelor of Fine Arts - 3D Animation
Savannah College of Art and Design
- Atlanta/Hong Kong (SCAD)
2017 - 2022
(graduation delayed due to campus shutdown)

Software Skill

MAYA (3D Animation and Modelling)
. Toon Boom Harmony (2D animation)
. Blender (Modelling)
. Adobe Photoshop (Illustration)
. Adobe Premier (Compositing)
. Adobe After Effects (Compositing)
. Adobe Illustrator (Illustration)
. CLIP studio paint (Illustration)

Profession

3D Character Animator
2D Character Animator
Illustrator
Concept Developer
Storyboard Artist

Language

Fluent in English, Cantonese, and Mandarin.



Experience

3D-Animations

3D animator - Feb 2022

Jumbo

A 3D award-winning film. Corrected multiple errors including clipping, timing and staging issue. Worked on and animated multiple scenes.

Director, 3D Environmental Designer, Compositor

- Feb 2022

Lost in the Forest

Directed a student short film. The animation involves a three-cut film of an anxious girl glancing around her surroundings before getting ambushed by a forest monster.

3D Character Animator

- May 2020 to February 2022

3D Performance Essentials

Throughout the 3D animation concentration, experienced how to animate various actions and nuances for 3D characters. This includes high performance stunts, walking animations that include quadrupeds, quadrupeds flying, 6 fundamental human emotions, lipsync and more.

2D-Animations

2D animator - Nov 2022

Dead to Me

Collectively as a team, we efficiently completed the film in strict deadlines within 6-months. As a 2D animator, I contributed in creating accurate consistent linework, implementing colors, adding in-between, and correcting timing discontinuities.

Lead in-betweener - Feb 2022

Cow

Responsible for correcting keys and animating in-betweens for this 2D animated student film. Worked and contributed to over 50 percent of this film's animation progression. Was able to bring back pacing against critical deadlines.

2D animator - July 2020

If you Care

Collaborated with other animators to create a 2-minute music video for a song composer who wanted to release their album.

Additional Freelance Projects

Illustrator - October 2023

Character illustrator for Distilled Gaming [Death or Glory]

Assisted the Distilled Gaming company in illustrating characters for their game and designed card backs and themes.

VFX Artist - October 2023

Market and advertising assistant for Distilled Gaming [Death of Glory]

Illustrator - November 2022

Cover Illustration for an Interim Report in Da Yu Financial Holding Limited

Created a report cover illustration for Da Yu Financial Holding Limited, the two hands supporting one another symbolizes the company's financial aid.

Animator - April 2023

Creating animation and pose thumbnails in H.Live

Introduced to Cinema4D, able to learn fundamental skills on the software, creating dynamic poses for a Vtuber in H.Live.