Steven Chao

2D / 3D Animator

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— EXPERIENCE —

Freelance Animator

June 2025 - September 2025

TBD - Animated Short Film

- Brought the shots through layout, animation, lighting, texturing, vfx. Manipulated the rig in order to achieve the best results. Also created simple rigs for myself and other animators if a shot called for it
- Constantly pitched ideas and creative solutions with every shot. Either through animating the lighting, proposing a funny pose, or a change in the camera
- Showed progress to Animation Supervisor, Director, and Producer for guidance and feedback at dailies. Spent effort in understanding the soul of the note and building on top of the feedback.

December 2024 - March 2025

Studio Beebo - 2D Animated Music Video

- Rotoscoped over given footage from the Director under tight deadlines
- Adjusted to the style of music video

Sweet Canvas - 2D Animated Trailer for Video Game

- Cleaned-up, inbetween-ed, and colored four cuts in the japanese/anime pipeline
- Communicated with the key animator to ensure high quality and intended work

Psyop, Remote — *3D Character Animation Intern*

June 2023 - August 2023

Animated Advertisement - Psyop Gaming Egg

- Collaborated and problem-solved with intern cohort to create a 3D animated advertisement piece featured during the "PSYOP DROP #2" social media campaign
- Created a 2D animation test and dictated the style of 2DFX, camera movement, and animation for the project, while maintaining brand image

Production Commercial - Unreleased

- Gained studio experience working in the production pipeline as a 3D animator for client-based work, communicating between departments and upheld company values
- Attended animation dailies, took notes, and received feedback from the director and clients

Mentor work - Personal Shots

- Personalized mentor experience to replicate the workflow of a professional 3D Freelance Animator
- Tasked with creating three portfolio pieces and met with mentor weekly to receive feedback on them

EDUCATION

San Jose State University
BFA Animation / Illustration

August 2019 - Spring 2024

SOFTWARE SKILLS

Adobe Premiere Pro

Adobe After Effects

Adobe Photoshop

Toon Boom Harmony

Autodesk Maya

Blender

Clip Studio Paint

HARD SKILLS

2D Handdrawn Animation

3D Animation

Previs / Layout

Storyboard

ACTIVITIES

Shrunkenheadman Club
Club Member

2019 - 2024