

Steven Chao

2D / 3D Animator

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— EXPERIENCE —

Freelance Animator

January 2026 - March 2026

Psyop - 3D Animator - Advertisement

- Problem-solved through a pre-existing blender file in order to meet deadlines. Learned cloth simulation, rendering and rendering passes such as exporting cryptomattes and depth of field passes, sculpting, texturing, lighting, etc.
- Managed assets and prop placement in Unreal Engine.
- Animated a prop in Maya and exported a Cache into Unreal Engine.

June 2025 - September 2025

Google Deepmind - 3D Animator - Animated Short Film

- Brought the shots through layout, animation, lighting, texturing, vfx.
- Created small effective rigs used by myself and other animators
- Pitched ideas and creative solutions with every shot, such as proposing different lighting, pushing the boundaries of a pose, or suggesting a different camera motion
- Developed discussions between the Director, Producer, and Animation Supervisor about direction.

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 Advertisement Trailer for Video Game

- Incharge of cleaned-up, in between, and color for four cuts using 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 - Poptarts

- 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

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

Unreal Engine

Davinci Resolve

HARD SKILLS

2D Handdrawn Animation

3D Animation

Previs / Layout

Storyboard

ACTIVITIES

Shrunkenheadman Club
Club Member

2019 - 2024