

VALERIE WEI

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Bachelor of Animation graduate from Sheridan College. Creative and solution-oriented Animator specializing in crafting immersive character animations, with a deep understanding of motion capture data, and animation pipelines.

EDUCATION

Honours Bachelor of Animation — Sheridan College

Oakville, ON

- Graduated with Honours, GPA 3.73 / 4.0

EXPERIENCE

3D VFX Animation Intern — SIRT Center

May 2024 - August 2024

Oakville, ON

- Improved pipeline efficiency by writing Python script to batch convert file format from FBX to OBJ in Autodesk Maya. supported the rest of the animation interns and processed over 600 files within a week.
- Coached team on how to best utilize Reillusion CharacterCreator and crafted detailed tutorial for the team's future use.
- Cleaned up and retargeted motion capture data using HIK in Autodesk Maya, Autodesk MotionBuilder, and Unreal Engine.
- Researched and created a 12 page-long analysis of 18 potential new software programs, testing motion capture denoising functionality of 6 "finalist" programs / add-ons, and solidifying the tools used for the pipeline.

Promotion Animator | Oversea Meeting Assistant — TITC Studio

July 2022 - August 2022 | Seasonal

Taipei, Taiwan

- Created 4 character 2D rigs within Unity and Unity animation add-ons, repurposed and polished existing mobile game assets into animatable rigs.
- Within Unity, created a minute-long promotional video, which was displayed in a local shopping center during an event. Increased app download by 500-700 users within the week.
- Took weekly meeting minutes and translated English to Mandarin in real time to support communication between game developer and overseas publisher.

Freelance Advanced Skeleton Rigger

May 2023 - Present

- Designed and implemented complex character rigs using Advanced Skeleton in Maya, ensuring full articulation, deformation accuracy, and animator-friendly controls.
- Collaborated with animators, modelers, and technical directors to troubleshoot rigging issues and ensure seamless pipeline integration.
- Automated repetitive rigging tasks using **Python** and **MEL scripts**, reducing manual setup time and minimizing human error.

PROJECTS

Rigging Lead | Lighter | Modeler — Sheridan Third Year Group Film

September 2023 - April 2024

- Created the main character rig and all prop rigs using Autodesk Maya. Also fixed any related technical issues for animators in Sheridan's third year 3D group film
- Held 3 workshops and provided tutorials for a team of 16 animators to improve understanding of the rig's capacity.
- Co-led the lighting team, kept track of shots and supported task delegation. Responsible for lighting 20% of the film.
- Prepared film audio and subtitling for film submission to 100+ film festivals. Nominated for Ottawa Film Festival and won semi-finalist at New York Animation Film Awards, as well as receiving other nominations.

Project Lead — Senior Thesis Project

September 2024 - April 2025

- Designed, modeled, textured and rigged all assets in a two minute 3D short film.
- Wrote scripts using Visual Studio Code to automate building various parts of the rig system (eg. IF/FK System, finger cruel system, skeleton orientation matching, helper joints) .
- Researched, ran render tests and found an optimized way to render the film while still maintaining original artistic vision, reducing render time to an average of 1 min per 240 frames.

Hard Skills: Autodesk Maya, Substance Painter, Zbrush, Visual Studio Code, Adobe Premiere Pro, Adobe After Effect, Unity, Unreal Engine, Adobe Audition, Python