



ollie yao



3D ANIMATOR & MODELER

Hi! I'm Ollie Yao, an animator and artist focused primarily in the 3D realm. In my free time I enjoy ballet, exploring NYC with friends, painting, and finding new boba places to try.

CONTACT

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(518)860-5494

PORTFOLIO

ollieyao.com

SOCIAL MEDIA

ollieollieart
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EDUCATION

School of Visual Arts:
BFA Computer Art, Computer Animation, & Visual Effects
2018-2022 (Expected)

EXPERIENCE

1st Playable Productions 2D Art Intern

Summer 2018 & 2019, Troy, NY

Created 2D UI designs and icons for use in production for Nintendo Switch title Cooking Mama: Cookstar. Created early mockups for other clients including Disney and Nickelodeon.

School of Visual Arts Computer Art Lab Assistant

January 2020-Present, New York, NY

Maintain computer labs, check out equipment, ensure students are following lab rules.

Senior Thesis 3D Character Animator

October 2019-Present, New York, NY

Animated various shots for upcoming senior theses "Hamsa" and "Diablo Cojuelo". Delivered updates on shots weekly and addressed feedback/notes.

WMHT Radio Station Social Media Design Intern

Summer 2015, Troy, NY

Collected quotes from WMHT community outreach programs and turned them into graphics to post on social media.

FEATURED

Received Draft Selection from The Rookies in *Rookie Awards 2020* for short film "Wanduhr."

Fall 2019 Demo Reel featured on TheCGBros Youtube account, uploaded January 28th, 2020

AFFILIATIONS

Women In Animation Member 2019-
International Game Developers Association 2018-
French Institute Alliance Française 2019-

SKILLS/PROGRAMS

3D: Autodesk Maya, Substance Painter, ZBrush
Marmoset, Cinema 4D, Blender

Scripting: Python for Maya
HTML/CSS

Other: Adobe Suite (Photoshop, Illustrator, After Effects,
Premiere Pro)

REFERENCES

Tobi Saulnier
CEO of 1st Playable
tobi@1stplayable.com

Jimmy Calhoun
Chair of SVA Computer Art
jcalhoun@sva.edu
(212)592-2524