

## Seng Lau

311 – 4728 Dawson Street  
Burnaby, BC, Canada  
V5C 0A9

1 604 789 1041  
seng@senglau.com  
www.senglau.com

### Character Animator

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**Objective:** Creative, responsible, and efficient individual who wishes to continue a successful career in animation.

**Skills:** Fully trained and experienced with Maya, 3DS Max, XSI Softimage, Adobe Flash, and Adobe Photoshop. Well rounded in design, modelling, rigging, and lighting, as well as traditional animation skills.

**Experience:** **Next Level Games**, Vancouver, BC, Canada

May 2008 – Present

**Punchout!!**

*Animator*

Animated key-frame cinematic sequences for a major Nintendo Wii video game title using 3DS Max.

**Capilano University**, North Vancouver, BC, Canada

September 2008 – Present

*Animation Instructor*

Taught digital animation to a class of 23 university students, using all major software packages.

**Rainmaker Entertainment**, Vancouver, BC, Canada

January 2008 – April 2008

**Max Steel 6: Balance of Power**

*Animator*

Provided both key-frame and motion-capture animation for a straight-to-DVD film using XSI Softimage.

**The Nutty Professor 2: Facing The Fear**

*Animation Fixer*

Fixed or revised key-frame animation for a straight-to-DVD film using Maya.

**Vanguard Animation**, Burnaby, BC, Canada

May 2007 – December 2007

**Space Chimps**, produced by 20<sup>th</sup> Century Fox

*Animator*

Provided key-frame animation for a full-length feature film using Maya.

*Lead Animation Fixer*

Worked closely with the Animation Director to fix and improve animation.

Reanimated scenes if script changes or creative decisions called for it.

Supervised a team of seven.

**Studio B Productions Inc.**, Vancouver, BC, Canada

May 2005 – July 2006

**Pucca**, produced by Disney Jetix

*Animator*

Provided 2D animation for a major Saturday morning cartoon series.

**Coconut Fred**, produced by Warner Brothers Entertainment

*Animation Poser*

Built assets, created major poses, and prepared shots to be completed overseas.

**Education:** **Capilano University Digital Animation Program**, North Vancouver, BC  
2006-2007

**Capilano University Commercial Animation Program**, North Vancouver, BC  
2003-2005

**Langara College Fine Arts Program**, Vancouver, BC  
2001-2003

**Awards:** National Electronic Arts Reveal '07 Competition, Third Place in Animation  
Category

**References:** Supplied upon request