

RICKIE LIU

3D CHARACTER ANIMATOR

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★ Demoreel: https://youtu.be/Ag30NQb8o-4?si=6LZ_ziyWwwHInjz ★ Personal Web: <https://www.rickieliu.com/>

PROFILE

- 3D Character Animator specializing in hand keyed character performance, body mechanics, facial acting, and stylized animation in Autodesk Maya. Experience with Unreal Engine, Diversion version control, and collaborative animation review in SyncSketch. Comfortable developing shots from reference through blocking, spline, and final polish, with experience working with animation assets in Unreal Engine.

TECHNICAL SKILLS

Animation: Autodesk Maya, hand keyed character animation, body mechanics, facial acting, posing, timing, spacing, weight transfer, secondary action, overlap and follow through

Pipeline: Unreal Engine, Diversion Version Control, SyncSketch, familiarity with production version control workflows

Editing and Art: Adobe Premiere Pro, Final Cut Pro, DaVinci Resolve, Adobe Photoshop

Gaming: Active player across PC, mobile, and Nintendo Switch, including MOBA, FPS, action adventure, and open world games

ANIMATION EXPERIENCE

3D Character Animator | The Ring of Fire, Remote, United States | April 2026 – Sept 2026

- Animate hand keyed performance for a bipedal boxer, emphasizing grounded body mechanics, weight transfer, anticipation, follow through, strong posing, and readable silhouettes.
- Develop nuanced facial acting, eye direction, secondary motion, overlap, clean arcs, and timing to communicate attitude, personality, and emotional intent.
- Develop shots from reference and blocking through spline and final polish, refining spacing, transitions, responsiveness, and performance clarity through iterative feedback.

3D Character Animator & Director | The Memory Clocksmith, Savannah, United States | Sept 2025 – June 2026

- Directed a 20 person team through story development, visual direction, and production of a 3D narrative short while coordinating creative priorities across departments.
- Animated key emotional character shots in Maya with emphasis on facial performance, body language, staging, timing, and character intent.
- Reviewed shots, communicated animation notes, and tracked revisions across the production pipeline to maintain consistency and meet deadlines.

3D Character Animator | Magical Demon Gibot | Savannah, United States | March 2025 -June 2025

- Animated the protagonist for a stylized fantasy short, applying hand keyed character performance, body mechanics, clear posing, and animation principles.
- Designed hero assets and props while collaborating with the team to support visual storytelling and production needs.

EDUCATION

Bachelor of Fine Arts in 3D Character Animation | Savannah College of Art and Design, Savannah, United States | June 2026

AWARDS & RECOGNITION

- **SPARK ANIMATION 2026 Best Student Film** | The Memory Clocksmith
- **SCAD Savannah Film Festival 2026 Official Selection** | The Memory Clocksmith
- **The Rookies Draft Selection 2026** | The Memory Clocksmith