



# Brian Chen

3D Generalist • Animator • Technical Artist

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 Chun Che Chen

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## Education

**Sheridan College** Canada / 2025 – 2026  
PGDip, Digital Creature Animation

**Taipei National University of the Arts**  
BFA, Department of Animation Taipei / 2020 – 2024

## Summary

3D Generalist, Animator, and Technical Artist with experience across full 3D production, including modeling, texturing, rigging, animation, rendering, and Unreal Engine 5 workflows. Strong background in independent animation production, with a solid 2D animation foundation and a growing focus on creature animation and AI-assisted pipeline scripting for Maya, Blender, and Houdini.

## Software Skills



## CORE COMPETENCIES

- AI-Assisted Pipeline Scripting
- Python Tool Development for Maya, Blender & Houdini
- Full 3D Generalist Production Pipeline
- Unreal Engine 5 Real-Time Production
- Creature & Character Animation
- Independent Short Film Direction
- Strong 2D Animation Foundation
- Cross-Disciplinary Animation Production

## Project Experience

Beyond Space Co., Ltd. — 3D Generalist, Full-time  
Taiwan | Mar 2025 – Jun 2025

- Worked across modeling, look development, animation, and rendering within a small in-house 3D production team.
- Mainly using Unreal Engine for Final Result. Supported multiple stages of the 3D pipeline from asset production to final visual output.

Golden Swirl — 3D Animator, Game PV  
Hong Kong / Remote | Nov 2024

- Animated shots in Blender for a game promotional video produced by Snako Production.
- Collaborated remotely with an international team of 3D animators.

Republic of China Marine Corps — Outsourced Animation  
Taiwan | Aug 2024

- Produced outsourced animation in collaboration with Hide and Seek Animation Studio.
- Supported client-based animation production from assigned shots to delivery.

A.I. Slaughter — Director / 3D Animator  
Taiwan | Sep 2023 – Jun 2024

- Wrote, directed, and animated an independent cyberpunk 3D short film as a graduation project.
- Managed the full production process from concept development and animation to final delivery.

Taipei 101 Lantern Festival — Motion Graphics Animation  
Taiwan | Nov 2022 – Jan 2023

- Designed and produced motion graphics animation in collaboration with Xiyi Design and the Lai Yu-Nong team.

Chicken & Duck Stretching Stage — Director / 3D Promo Film  
Taiwan | Oct 2022 – Mar 2023

- Directed the TNUA Animation Department annual exhibition promo.
- Led junior students through the department's first 3D-produced promotional film.

Ghost of the Dark Path — 2D FX Animator  
Taiwan | May 2022 – Aug 2022

- Created hand-drawn FX animation at Chimney Animation, including smoke, fire, flying papers, inscriptions, and other effects.

KUTA — Co-Director / 2D Animator  
Taiwan | Sep 2021 – Jul 2022

- Co-directed my first animated short film, an action-focused 2D hand-drawn project.
- Screened at multiple animation festivals and received awards.

## ADDITIONAL EXPERIENCE & TRAINING

Overseas Elite Animation Training Program — Selected Participant  
2023, 2024

- Selected for two consecutive years in an advanced overseas animation training program focused on 3D animation craft and performance.

TNUA Dream Incubator — 1st Place  
2021

- Won first place overall in an entrepreneurship competition by developing and shipping an educational board game with a student team.

## Selected Earlier Projects

- LORD — Independent 3D animation project built in Unreal Engine.
- Flat Design — Co-directed motion graphics short.
- Kagari Hibana — 2D second key and in-between animation.
- Secret Whisper — 2D clean-up and coloring at Chimney Animation.