

YALING ZHANG

A Senior Animator with 10+ years of experience within the film industry specializing in character animation, 3D modeling, rigging, and storyboarding. A strong history of developing high-quality character designs for feature films by Pixar and DreamWorks.

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PROFESSIONAL EXPERIENCE

SENIOR ANIMATOR

Pixar, New York, NY
October 2016 – Present

- Oversee the design of characters for feature films such as Moana, Soul, Onward, and Toy Story 4, provide concept drawings, perform 3D modeling and testing on character designs, and ensure alignment with the director's vision
- Create dynamic character animations for film sequences and coordinate with the director to align character personality and expressions with acting delivery
- Manage a team of 20+ animators, coordinate with artists, conduct reviews on shots and sequences, and identify continuity issues with the director

ANIMATOR

DreamWorks, New York, NY
May 2011 – October 2016

- Supported the development of character animations for a variety of animated feature films, including How to Train Your Dragon 2 and Madagascar 3
- Coordinated cross-functionally with artists, animators, technical designers, and production teams to ensure cohesive acting performances for characters across all sequences
- Conceptualized animation sequences, defined visual aesthetics, and ensured alignment with artistic goals across pre-production and post-production

EDUCATION

Master of Science (B.S.) Animation
Columbia University, New York, NY
May 2011 - May 2013

Bachelor of Science (B.S.)
Animation
Columbia University, New York, NY
September 2007 - May 2011

KEY SKILLS

- Character Animation
- Cross-Functional Leadership
- 3D Modeling
- Pre-Production & Post-Production Lifecycles
- Maya

CERTIFICATIONS

- Autodesk Maya Certification, 2013
- Final Cut Pro X Certification, Apple, 2011
- Adobe Animator Certification, Adobe, 2011