



# Ryan Chu

Storyboard artist

(562) 283-4665 | ryanchuart@gmail.com | <https://ryanchuart.wixsite.com/ryanchuart>

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## EXPERIENCE

### **Storyboard Revisionist and Animatic Artist (July 2022 - Present)**

#### **Undisclosed Short Film Project - Guyana Animation Network Inc.**

Revised boards based on screenplay and dialogue edits.

Illustrated comedic and action sequences based on provided screenplay with shorthand.

Edited and organized all storyboard panels paired with provided scratch & voice actor audio.

### **Storyboard and Animatic Artist (July 2021 - June 2022)**

#### **Undisclosed Pilot Project - Client Work**

Created comedic, conversational, and action sequences based on provided screenplay.

Concepted character designs of the protagonists based on written and verbal descriptions.

Edited and organized all storyboard panels paired with provided audio files.

### **2D Animator and Video Editor (July 2021 - November 2021)**

#### **"Head2Head Climate Change" Animated Short Film - Head2Head Studio**

Studied provided material to follow director's illustrative art style in the animated medium.

Created keys, breakdowns, and inbetweens from director's storyboard.

Utilized traditional animation principles to create effective character acting and lip-syncing.

Attended weekly meetings to discuss refinements and updates on production.

Edited and organized all animation shots synced with provided audio files.

### **Director and Storyboard Artist (July 2020 - Present)**

#### **"Trouble in Little Asia" Indie Animated Series - Personal Project**

Winner of The Onward Grant 2021 provided by Aha and the 212 Creative Network.

Contributing as the main visual artist, producer, and social media manager.

Gathered a large team of voice actors, musicians, and animators with weekly updates.

Budgeted \$5500 from festival winnings, freelance jobs, gigs, grants, and part-time work.

### **Director and Storyboard Artist (Aug 2019 - May 2020)**

#### **"Deep Fears" Animated Short Film - Student Thesis Film**

Won more than 110 accolades and selections from film festivals worldwide awarding

direction, story's message, original concept, first-time filmmaker, and movie poster design.

Spearheaded a team of 11 students who assisted in music, editing, and animation production.

Operated as the main visual artist: storyboard, visual development, and character design.

Budgeted \$600 with money from part-time work.

### **Character, Graphic Novel, and Storyboard Artist (June 2019 - Nov 2021)**

#### **Undisclosed Graphic Novel Project - Client Work**

Collaborating with the client in weekly meetings through Zoom and text.

Concepted character designs and graphic novel illustrations under written & verbal direction.

Analyzed screenplay for invaluable details concerning designs, cinematography, and mood.

## SKILLS

**Animation** TVPaint

**Storyboard/Drawing** Storyboard Pro, Photoshop, Procreate

**3D** Blender

**Editing** Premiere Pro, After Effects

**Coordination** Zoom, Discord, Google Apps (Drive, Sheets, Jamboard),

Microsoft Office Suite

**Interpersonal** Attentive, Flexible, Multitasker, Active Listener, Organized,

Note-Taking, Enthusiastic to Learn, Strong Work Ethic, Persistent

## EDUCATION

### **CALIFORNIA STATE UNIVERSITY LONG BEACH**

#### **Bachelor of Fine Arts: Illustration/Animation (May 2020)**

## AWARDS & RECOGNITIONS

**CSULB Cum Laude (2020)**

**Los Angeles Animation Festival Bronze Winner - Character-Based Short (2020)**

**CSU Media Arts Festival Top 30 Winner (2020)**

**Taiwanese American Film Festival Official Selection (2020)**

**American Documentary and Animation Film Festival Official Selection (2021)**

**Crested Butte Film Festival Official Selection (2021)**

**Catalina Film Festival Official Selection (2022)**

**DokuFest Official Selection (2022)**