



Mari Chung

Portfolio - www.marichung.com | marichung.art@gmail.com

SKILLS

3D: Rigging, Lighting, Modeling, Texturing

Softwares: Maya, Substance Painter, Zbrush, Rigging Plugins, Perforce

2D: Character Design, Storyboarding, Concept Arts, Compositing, Doodling,

Softwares: Procreate, Photoshop, After Effect, Premiere Pro, Illustration, Nuke

EXPERIENCE

Freelance 3D Animator, Framestore/Titmouse/Untold Studios

April 2025 - Current

- Successfully delivered assigned animation shots while working within the unique pipelines of top-tier studios including Framestore, Titmouse, and Untold Studios.
- Collaborated closely with animation teams to ensure consistency, quality, and adherence to each studio's production standards.
- Received strong feedback for quality and reliability, leading to interest in bringing me back for future projects.

Lead Animator, The Mill

Jan 2022 - Feb 2025

Mid Animator, The Mill

Jan 2019 - Dec 2021

Junior Animator, The Mill

Sep 2017 - Dec 2018

- Worked full-time as a staff animator for 7.5 years, progressing from Junior to Senior level while collaborating closely with the full CG team to successfully deliver 30+ high-quality, high-ranking animation projects.
- Served as the main character animator on four consecutive Wholly Guacamole campaigns over four years, animating five distinct characters and ultimately promoted to lead animator—executing 30+ main shots, directing the animation style for the lead character, Meredith, supervising contractors, and collaborating cross-functionally with directors, riggers, and lighters to ensure creative and technical consistency.
- Led two cinematic 3D animation projects for EA Sports as a lead animator over two years—garnering 8.8M+ and 12M+ views—while acting as a liaison between EA and The Mill to integrate the Frostbite engine pipeline, supervising a 15-person team in India, and managing motion capture data and narrative development for 35+ players.
- Managed eight simultaneous tentacle animations for *Goose the Flerkin* by guiding rigging, designing a curvature motion framework, and meeting tight deadlines—while overcoming the technical challenges of the Las Vegas Sphere's 360° screen, resulting in a VES nomination for Outstanding Visual Effects in a Special Venue Project.

Freelance Animation supervisor, Nickelodeon

Aug - Sep 2023

- Supervised three junior animators as an Animation Supervisor, leading the 3D animation team to deliver character animations for *Bubble Guppies* and *Paw Patrol* as part of the Noggin project.
- Collaborated closely with the creative director to understand project goals and delegated animation shots based on each animator's strengths and expertise.

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Aug 2013 - May 2017

Bachelor of Fine Arts in Computer Animation