

Jeremy Sum



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Character Animator

Passionate and highly skilled artist that strives for success, and dedicated to delivering quality works. A confident 3D animator that excels in team-building environments, graduated from Savannah College of Art and Design, with additional experiences in 2D animation, illustrations, and storyboarding. Willing and committed to learning new software and branch out skills that benefit future creative productions.

Education

Bachelor of Fine Arts - 3D Animation
Savannah College of Art and Design
- Atlanta/Hong Kong (SCAD)
2017 - 2022
(graduation delayed due to covid)
- Knox Grammar School
2015 - 2016
- South Island School
2011 - 2015

Software Skill

MAYA (3D Animation and Modelling)
· Toon Boom Harmony (2D animation)
· Live2D (Modelling/Rigging)
· Adobe Photoshop (Illustration)
· Adobe Premier (Compositing)
· Adobe After Effects (Compositing)
· Adobe Illustrator (Illustration)
· CLIP studio paint (Illustration)
· MOHO Studio (Rigging/Animating)

Profession

3D Character Animator
2D Character Animator
Illustrator
Concept Developer
Storyboard Artist

Language

Fluent in English and Chinese



Experience

3D-Animations

3D-Animator

Jumbo (Feb 2022)

A 3D award-winning film. Corrected multiple errors including clipping, timing and staging issue. Worked on and animated multiple scenes.

Director, 3D-Environmental Designer, Compositor

Lost in the Forest (Feb 2022)

Directed a student short film. The animation involves a three-cut film of an anxious girl glancing around her surroundings before getting ambushed by a forest monster.

3D-Character Animator

3D Performance Essentials

Throughout the 3D animation concentration, experienced how to animate various actions and nuances for 3D characters. This includes high performance stunts, walking animations that include quadrupeds, quadrupeds flying, 6 fundamental human emotions, lipsync and more.

2D-Animations

2D animator

Dead to Me (Nov 2022)

Collectively as a team, we efficiently completed the film in strict deadlines within 6-months. As a 2D animator, I contributed in creating accurate consistent linework, implementing colors, adding in-between, and correcting timing discontinuities.

Lead In-Between/Cleanup

Cow (Feb 2022)

Responsible for correcting keys and animating in-betweens for this 2D animated student film. Worked and contributed to over 50 percent of this film's animation progression. Was able to bring back pacing against critical deadlines.

2D-Animator

If you Care (July 2020)

Collaborated with other animators to create a 2-minute music video for a song composer who wanted to release their album.

Professional Experiences

Illustrator/ VFX Artist - October 2023

Character illustrator and Market and advertising assistant for Distilled Gaming. Assisted the Distilled Gaming company in illustrating characters for their game and designed card backs and themes. Apart from creating character designs for the team, I also contributed in creating content for Distilled Gaming's YouTube channel using VFX with After Effects. Had to resign early due to mandatory civil services.

Illustrator/ Web Designer - January 2025

Freelanced 2D illustrations for MidLevelsFoodsHK

Created new and attractive visuals to attract target audience to try new and healthy product. Along with helping create a more accessible website.

Animator - April 2025

Created Rigs and illustration for Fish Animation Studio

Character Design/ Storyboard Artist - April 2025 - ongoing

Freelancing 2D animation for Corporate Governance HK