

# SHUWEN DENG

Animation Intern | VFX Intern | Game Art Intern  
Digital Media Designer Intern | Assistant to Animator

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## EDUCATION

**Ringling College of Art and Design, 2023.08 - Present**

Sarasota, FL

Computer Animation

## EXPERIENCE

### 1. "Funcdela Catalogue FNF Mod" (Dec. 2023 – Jan. 2024)

Collaborated with @SleepyOreo on a crowdfunding game project, playing an integral role in the development of the Funcdela Catalogue mod for Friday Night Funkin'.

Responsibilities included:

- **Character Facial Motion Design:** Expertly crafted lifelike and expressive facial animations for characters using industry-standard software, bringing emotional depth to gameplay.
- **Character Sprite Artwork:** Designed and painted high-quality character sprites, meticulously detailing each element to ensure consistency with the game's aesthetic and enhance player engagement.
- **Background Artistry:** Conceptualized and executed intricate background designs that enriched the gaming environment, providing context and enhancing narrative immersion.

### 2. Personal Animation Project (Dec. 2023 - Ongoing)

Currently spearheading a personal animation venture where I am involved in every aspect of production from inception to execution:

- **Narrative Development:** Created the original plotline and devised strategic scene arrangements, demonstrating innovative storytelling capabilities.
- **Character Illustration & Expression Design:** Experimented with various drawing styles to craft unique characters, focusing on their expressions and personalities to create relatable and memorable personas.

### 3. Microfilm "Brain Flower" (Apr. - May 2023)

Directed the visual elements for this short film project, assuming full creative control over its visual storytelling:

- **Storyboarding & Cinematography:** Designed all storyboards, meticulously planning each shot and camera movement based on the script to effectively guide viewers through the narrative arc.
- **Choreography & Lighting Plans:** Orchestrated actor movements and developed a detailed lighting design that complemented the mood and atmosphere of each scene, enhancing the overall cinematic experience.

## RECOGNITION

Deans Scholarship

Sep. 2023-2027

## SKILLS

### Digital

Strong working knowledge of:

Photoshop, Procreate, Procreate dream and other painting software

Animation paper, Metasequoia, RizomUV and other 2d/3d animations

Familiar with:

Maya, Blender, PowerPoint, Word, Premiere Pro and other tools

### Craft

Drawing, foam modeling

## Languages

Native

Chinese (Mandarin)

Fluent

English

#### 4. Calarts Sketchbook Preparation & Production (Oct. 2022 – Mar. 2023)

Prepared and compiled a comprehensive sketchbook as part of my application portfolio for California Institute of the Arts:

- **Character Design Portfolio:** Developed a diverse array of character concepts, exploring different design aesthetics while ensuring functionality and personality were at the core of each creation.
- **Life Drawing and Architectural Studies:** Engaged in rigorous practice of human figure drawing and architectural sketches to refine observational skills and composition techniques.
- **Storyboarding Mastery:** Practiced designing storyboards for films, stylizing them in line with industry standards and experimenting with various visual approaches.
- **Daily Life Character Stylistics:** Captured the essence of everyday life by stylizing characters in a variety of settings and scenarios, showcasing versatility and adaptability in character representation.