

SHUWEN DENG

COMPUTER ANIMATION · CHARACTER ANIMATION · STORY ART

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EDUCATION

Ringling College of Art & Design

Bachelor of Fine Arts, Computer Animation

GPA 3.4 / 4.0 · Dean's Scholarship, 2023–2027

Sarasota, FL

Expected May 2027

ANIMATION EXPERIENCE

Computer Animator Intern

Jun 2026 – Aug 2026

Zhengzhou Mingjiang Network Technology Co., Ltd. (Chengdu Branch), China

- Created character movement and performance for *Game for Peace* from client storyboards and reference material
- Followed client requirements and visual direction to build character animation
- Refined timing and motion to strengthen movement quality and storytelling clarity

Computer Animator — Thesis Project

Sep 2026 – Present

Ringling College of Art & Design, Sarasota, FL

- Produced 1-minute-20-second scenes demonstrating weight, force, and character emotion
- Designed characters and environments; planned shots in thumbnails and built a lighting schematic from indoor-light research
- Modeled, textured, and lit characters, props, and sets, and animated pose-to-pose

Story Artist

Sep 2025 – Present

Ringling College of Art & Design, Sarasota, FL

- Developed one-minute stories for animation under time-sensitive deadlines in storyboarding coursework
- Pitched ideas with supporting visuals and studied professional films to sharpen emotional storytelling
- Built boards from video reference and critique, then cut them into animatics with sound

PROJECTS & INDEPENDENT WORK

Project Lead & Artist

Oct 2026 – Present

Freelance, Sarasota, FL

- Leading a *Hetalia* fan project end to end: team coordination, character design, UI art, and narrative development
- Designed and illustrated all character portraits, UI icons, and character walking animations
- Wrote character profiles and the main storyline, and integrated teammates' work for a consistent look and story

Character Artist

Dec 2023 – Jan 2024

Freelance, Sarasota, FL

- Designed character sprites and environments for the *Funkdela Catalogue* mod of *Friday Night Funkin'* with @SleepyOreo
- Painted expressive sprites and detailed backgrounds that carried the mod's narrative atmosphere and visual style

Artist Alley Vendor

Aug 2025

Shanghai, China

- Sold self-designed Transformers fan merchandise at a convention booth, managing setup, display, and sales
- Engaged attendees and promoted fan creations within the community

SKILLS

Software

Maya, ZBrush, Substance Painter, Procreate, Procreate Dreams, Animation Paper, Photoshop, Premiere Pro, Google Workspace; working knowledge of After Effects, Nuke, Metasequoia

Languages

Mandarin Chinese (native) · English (fluent)