



YING COCO CHEUNG

DESIGNER ABOUT

Over the course of 5 years, I have gained professional working experience creating graphic animation with After Effects, and working in 3D Designs with Photoshop, Illustrator and Maya for Mecha Builders. I believe in the skills I have gained at this high demand, fast paced position. In addition to my studies at Sheridan, make me an ideal team member for TV or feature productions.

SOFTWARE SKILLS

Proficiency in industry standard design software

- Photoshop
- Maya
- After Effects
- Blender
- Illustrator
- Sculptris
- zBrush
- Dragonframe

AWARDS

Graham Animation Award
Sheridan College | April 2016

CONTACT

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WORK EXPERIENCE

DESIGNER - PART TIME/ FULL TIME

Bardel Entertainment | November 2021 - January 2022

- Designed props, characters and set dressing for Funpack - Super Kitties.
- Designed prop and character turnarounds.

DESIGNER - FULL TIME

Guru Studio | June 2020 - November 2021

- Developed set elements for the new Sesame Street TV series: Mecha Builders.
- Designed props, characters and set dressing for Funpack.
- Designing title cards for some of the episodes.

FREELANCE DESIGNER

Jam Filled Studio | August 2021 - October 2021

- Completed revision notes on designs.
- Created graphic designs for the TV show - Bubble Guppies.

DESIGNER - CONTRACT

EPIC Story Media | April 2020 - June 2020

- Worked with Korean client to develop a TV series: Bubble's Hotel..
- Designed prop turnarounds and backgrounds for Funpack.

2D GRAPHIC DESIGNER/ DESIGNER - CONTRACT

Guru Studio | Jan 2017 - April 2020

- Worked on Paw Patrol Season 4, 5, 6, 7, 8, and 3 Paw Patrol Specials.
- Designed props, characters and set dressing for Funpack.
- Designed and animated graphics for the show Paw Patrol.

EDUCATION

BACHELOR OF APPLIED ART, ANIMATION

Sheridan College | 2012 - 2016