

DILLON W. GU

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EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN

Aug 2011 – May 2015

- Bachelor of Science and Arts in Computer Science
- Digital Arts and Media Certificate
- Stereoscopic 3D Certificate
- Business Foundations Program Certificate
- Minor in Chinese

GPA: 3.52

Relevant coursework: Advanced Topics in CG, 3D Modeling and Animation, Intro to [Stereo] 3D, Fundamentals of Acting

EXPERIENCE AND ACHIEVEMENTS

ANIMATOR, **ROOSTER TEETH PRODUCTIONS**

Jun 2015 – Present

Choreographer | Full-Time

- Animating on RWBY Vol. 3, including fight scenes and dialogue scenes

CREATIVE DIRECTOR, **KICKBACK.GG**

Sept 2014 – Jun 2015

Advisor, Online Content Creator, Graphic Designer, UI | Part Time

- Produced an original 3D animated promotional video for the company to be released online
- Advised for gameplay, strategy, user experience, and user interface
- Produced several other various promotional videos and graphics

ANIMATOR, **INDEPENDENT YOUTUBE CHANNEL**

Jul 2012 – Present

Project Manager, Online Content Creator | Full Time

- Produced original 3D animated shorts, keyframe animating characters and choreographing action sequences.
- Created original Minecraft animation “Gods Don’t Bleed” on YouTube which has garnered over 12.6 million views to date.

- Featured article in Kotaku—“Gods Don’t Bleed” and “Gods Don’t Die” (Sequel)

Featured on the front page of Reddit.com—“Ionia: The Blood Moon”

COMEDY CENTRAL

February – July 2014

Animator, Project Manager, Storyboard, Creative Advisor, Editor | Commission Work

- Worked on the upcoming show *Pixelheads*, Episode “Grand Craft Mine Theft” focuses on two Minecraft characters who suddenly find themselves in the universe of Grand Theft Auto.
- Storyboarded, animated, advised for and edited the episode.

HARD RESET GRADUATE THESIS FILM

Aug 2014 – Present

Modeler, Animator, Texture | Intern

- Modeled, textured and animated spaceships, buildings, and drones in the environment

SKILLS

Software: Blender, Maya, Unity, Vegas, CrazyBump, Premiere, Photoshop, After Effects, Microsoft Office, experience in Unix/Linux, Mac, and PC

Languages: Native in English and Mandarin Chinese

- *Computer:* Java, C++, C, Python, Perl, C#, Html 4, CSS

ACTIVITIES AND LEADERSHIP

- **Creative Director, *Texas China Care*:** Served as an officer, organizing fundraising events and socials. As Creative Director, designed flyers, awareness posters, T-shirts, and directed/edited promotional videos. Benefit Night was primarily driven by creative media, and also brought in the most funds each year. All of the funds go to helping abandoned orphans in China.

- **Oculus Rift Research Project: “FLORA”** worked in a specially selected team of 5, including a professor and a graduate student, to develop a horror game and study the effects of virtual reality on the human psyche. Collaborated on building the environment, shaping the gameplay, and writing the story. In charge of modeling, animation, texturing, rigging, and Unity compatibility.

- **HackTX 2013:** Directed a team of 5 to design and develop a prototype 3D browser game in a 24 hours.

- **HackTX 2014:** Directed a team of 5 to design and develop a parking app for the smart watch in 24 hours. Also released on the Google Play Store.

Global Game Jam 2015: Directed a team of 7 to design and develop a first person RPG level in 48 hours.

PROJECTS

2014 “Gods Don’t Die” *Minecraft Fight*

Director, Animator, Editor, Sound Designer

2014 “Pixelheads” *Comedy Central Webseries*

Animator, Creative Advisor, Editor, Storyboard

2014 “FLORA” *Oculus Rift Research Project*

Modeler, Animator, Creative Advisor

2013 “Ionia: The Blood Moon”

League of Legends Fight Animation

Animator, Director, Cinematographer, Modeler,

Texturing, Storyboard, Rigger, Editor, Sound

2012 “The Danu Talisman”

Underwater Minecraft Animation

Director, Animator, Sound, Editor,

Set Designer, Cinematographer

2012 “Gods Don’t Bleed” *Minecraft Fight*

Director, Animator, Editor, Sound Designer

2012 “Minecraft Chess in Real Life”

Animator, Sound, Composer, Camera Tracking

MORE INFO

Interests: Cinematic Art, Creative Director, Animation, Rigging, Scene Layout, Mobile Development, UI Design, Web Development

Portfolio: www.dillongoo.com

