

YILIN LIU

2D ANIMATOR | CHARACTER DESIGNER | VISUAL ARTIST

Animation and visual artist with a strong interest in hand-drawn animation, character design and playful storytelling. Currently pursuing a Master of Animation, Games and Interactivity at RMIT University. I enjoy creating warm, expressive characters and exploring everyday emotions through 2D animation, illustration and mixed media.

EDUCATION

RMIT University
Master of Animation, Games and Interactivity
Melbourne, Australia | Current

Hubei Institute of Fine Arts
Animation, Sino-Korean Program
2019 – 2023
GPA: 3.05 / 4.0

SELECTED PROJECTS

• ALL YOU CAN EAT | 2026

Role: Director / Animator / Character Designer
Hand-drawn animated short using character performance, bodily transformation and a delayed narrative reveal.

• OVERLOAD | 2025

Role: 2D Animator / Character Designer
Stylised 2D animation exploring desire and over-control through exaggerated transformation and dark humour.

• PMS / PMS 2.0 | 2024

Role: Stop-Motion Animator / Designer
Experimental stop-motion works using handmade materials, character movement and rhythm.

• THE CHUBBY FAMILY | 2024

Role: Character Designer / 3D & Concept
Stylised anthropomorphic character project combining concept illustration and short 3D animation tests.



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EXPERIENCE

Freelance Wedding Videography | 2021 - 2022

- Filmed wedding events and edited final video content.
- Communicated with clients and revised videos based on feedback.

Wuhan Drawing Studio | 2020

- Sketch Teaching Assistant
- Supported sketch classes, assigned tasks and answered students' questions.

AWARDS & RECOGNITION

- Certificate of Outstanding Works — 2020
- Outstanding Cadre of Student Union — 2020
- Excellent Community Volunteer — 2021
- Sofia World Film Festival — All You Can Eat, Best Student Film, 2026
- Pineapple Animation Festival — All You Can Eat, Best Animated Student Film, 2026

SOFTWARE

Procreate Dreams • TVPaint • After Effects
3ds Max • CapCut • Stop Motion

CORE SKILLS

- 2D hand-drawn animation
- Frame-by-Frame animation
- Illustration & Stop motion
- Client communication
- Basic 3D animation
- Storyboarding & Visual development
- Video editing
- Photography