

Victor Danny Wu

Animator | Composer | Illustrator

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Experience

Director, Animator, Concept Artist, Composer / “Start and End of Our Youth”

August 2024-Present

Conceptualized, pitched, and developed all of the visual elements of my own thesis film.

In charge of several stages of the animation, from rough to clean-up.

Directed voice talents and a composer in its production, promptly managing communication to oversee feedback, progress, and ideas.

Composited a variety of scenes, color correcting them and applying visual effects to achieve a cinematic feel.

Resource Center Staff / Pratt DDA

September 2023-Present

Managed the equipment needs of the student body at Pratt's Digital Arts department, including advising peers on photography, setup, and scheduling necessary for their diverse range of projects.

Rough Animator & Composer / Muddy Paws Rescue

October 2023-November 2023

Co-led a small studio body to produce a collaborative animated advert with Muddy Paws Rescue for their volunteering campaign.

2D Game Animator / BaeBash: The Chaos Collection

June 2025-August 2025

Animated in-game sequences, comprised of several sprite layers, in tandem with developers' instructions to create a responsive player experience for various microgames.

Illustrator / WWS Haato Community Project

March 2021-April 2021

Illustrated posters and designs for a fast production used to advertise and gather community responses for a worldwide, collaborative video campaign.

Game Asset Artist & Illustrator / Aqua Jump

May 2021-June 2021

Designed backgrounds, props, and items in coordination with game developers to be used in several levels of the indie game *Aqua Jump*.

Skills

2D Animation
Previsualization
Color Correction
Video Editing

Programs

Opentoonz
ToonBoom
Harmony
Clip Studio
Storyboard Pro
After Effects
Premiere Pro
Photoshop

Other

Teamwork
Collaboration
Scheduling
Flexibility
Spanish

Education

Pratt Institute,
Digital Arts

Colegio Saint
Mary