

Profile

I am a high-performer 3d Generalist with competence and adaptability.
Ready for freelance or full-time jobs in the fields of animation, VFX, game and VR.

Experience

- Jan 2017-Nov 2017 **3D Generalist | FuseFX-NY | New York, USA**
- *The Blacklist: Redemption* (VFX) – CG layout, modeling, rendering and texturing.
 - *The Get Down* (VFX) – CG element rigging & animation.
 - *Bull* (VFX) – CG layout.
 - *The Orville* (VFX) – CG vegetation simulation.
 - *Underground* (VFX) – CG environment modeling & vegetation simulation.
- Jun 2016-Current **Freelance Animator/VFX Artist | Intersection Arts, LLC | New York, USA**
- TAO Downtown – *Now You See Me 2* world premiere after party (projection mapping) – Animation, rendering and texturing.
 - TAO Downtown – *Quan Yin Themes* (projection mapping) – Animation, texturing and rendering.
- May 2016-Current **Animator/Video Editor | thelongestway.com | Bad Nenndorf, German**
- *The Longest Way* (2.5D Graphics) – All visual elements.
- Aug 2015-Dec 2016 **CG Modeler/Animator | Bunko Studios, Inc. | New York, USA**
- *Yummiloo* (animated TV show) – Environment modeling, texturing, additional animation and rendering.
 - *Soy Vay: Battle of the Blands* (animated commercial) – Environment modeling, texturing and motion dynamics.
 - *Glad: Keep What You Love Fresh* (animated commercial) – Modeling.
 - *Itsy Bitsy Spider* (animated TV show) – Environment modeling and rendering.
- Jul 2015-Dec 2016 **Animator/Video Editor | Lillian F. Schwartz | New York, USA**
- *Tsunami Residue* (experimental animated film) – All visual elements.
- Jun 2013-Dec 2014 **3D Generalist/Video Editor | Glowing Pictures, LLC. | New York, USA**
- Kaki King – *The Neck is a Bridge to the Body* (immersive multi-media) – 3d Modeling and texturing.
 - Mara Haseltine – *Molecule* (Simulation Animation) – All visual elements.
 - American Museum of Natural History - *One Step Beyond* (immersive multi-media museum party) – 3d Modeling and video editing.
- Mar 2010- Dec 2011 **Lead 3D Artist | Perfect Imagine Co. | Xuzhou, China**
- Ministry of Education – *Online Teaching Video* – Video editing and VFX.
 - Xuzhou Mining Affairs Group – *Accident Visualization* – Animation and rendering.

Education

- Aug 2012 - May 2015 **Pratt Institute | MFA Digital Arts Animation | New York, USA**
- GPA: 3.885/4.0
 - Graduated with distinction

Software Skills

- **3D Animation:** Autodesk 3ds Max, Autodesk Maya, Houdini, Smith Micro Poser Pro
- **Rendering:** V-Ray, Mental Ray, Redshift, Cebas finalRender
- **Special Effects:** Thinking Particles, E-on Vue, Particleillusion, Adobe Audition
- **Graphics Editing:** Adobe Photoshop, CoreDraw, GIMP
- **Post Production:** Adobe After Effects, Adobe Premiere, SynthEyes, NUKE
- **Virtual Reality:** 3DVIA Virtools
- **Coding:** Lua, Python, SQL, xml, Html