

Profile

I am a high-performer 3d Generalist with competence and adaptability.
Ready for freelance or full-time jobs of 3d animation, modeling, rendering, video editing, game and VR.

Experience

- Aug 2015-Current **CG Modeler/Animator | Bunko Studios, Inc. | New York, USA**
- Yummico & Blue's Clues – *Yummiloo* (animated TV show) – Environment modeling, texturing, additional animation and rendering.
 - Lipitor – *Lipitor Card Commercial* – Environment animation and texturing.
 - Soy Vay – *Battle of the Blands* (animated commercial) – Environment modeling, texturing and motion dynamics.
 - Glad – *Keep What You Love Fresh* (animated commercial) – Modeling.
 - Mother Goose Club – *Itsy Bitsy Spider* (animated TV show) – Environment modeling and rendering.
- Jun 2016-Current **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.
- Jul 2015-Current **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**
- TAO Downtown – *Quan Yin Themes* (projection mapping) – Animation
 - Kaki King – *The Neck is a Bridge to the Body* (immersive multi-media production) – 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.
- Nov 2010-Nov 2011 **Graphics Designer (Part-time) | Tianyi Cell Co. | Beijing, China**
- Tianyi Cellphone cover image design – All visual elements.
- 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
 - Courses: 3D Character Rigging, 3D Character Animation, Animating narrative, Python, Lighting & Rendering, Post Production, Nuke VFX, Digital Photography

Software Skills

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