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## INTRODUCTION

3D artist with Computer Art degree. Seeking for a modeler/generalist position. I am passionate with 3D modeling including character and environment, and also familiar with lighting and compositing in Nuke. Capable to make realistic/hand painted texture and lookdey.

## **EDUCATION**

School of Visual Arts
BFA Computer Art, Computer Animation and Visual Effects
09, 2019 - 05, 2023

Southwestern University of Finance and Economics BS Accounting **09, 2015 - 07, 2018** 

## **SCHOOL PROJECT**

Sep, 2022 - May, 2023

Modeling, Rigging, Lookdev, Texturing, Lighting, Compositing Thesis Film "Automata", School of Visual Arts

## SKILLS SOFTWARES

Modeling Maya Photoshop Zbrush Illustrator Rigging **Substance Painter Texturing** Premiere Pro After Effects Lighting Substance Designer Compositing Nuke Marmoset Toolbag Video Editing Unity Marvelous Designer