

WORK EXPERIENCE

Framestore CG Artist | CG Department | New York, NY | June 2021 - Present

- Responsible for modeling and texturing creature, prop and environment assets for commercials and TV shows.
- Experience communicating in multi-disciplinary teams

CG Artist| Immersive Department | New York, NY | June 2019 - June 2021

Responsible for modeling and texturing characters, creatures, props, environments, and other
assets for VR/AR. Covering a wide range of styles from stylistic to photorealistic, and match art
styles defined by the art director and concept art. Collaborate closely with art lead,
technical artists, and riggers.

Nervape Character Artist | Part-Time | April 2022 - July 2022

• Responsible for modeling and texturing hero characters and props for an NFT project.

Projects

- Amazon VR Project | Bestiary Magic Leap AR Project for Tokyo 2020 Summer Olympics | Alimpia
- HBO | His Dark Materials: My Daemon Netflix | JazzBand Nintendo | Find Yourself
- Prime | Mrs Maisel S5

PUBLICATIONS

Online Tutorial 3D Character Creation: ASSASSIN GIRL | July 2021

- Teaches the whole process, from concept to final render. Inclues 55 hours video and 145 lessions.
- Link https://www.yiihuu.com/a_8520.html

Posted Article Stylised Realism in Your Character Design and How to Achieve it | Feb 2022

• Link https://discover.therookies.co/2022/02/11/stylised-realism-in-character-design-and-how-to-achieve-it/

EDUCATION

Savannah College of Art and Design • Major: Animation MFA GPA 3.96

• Major: Visual Effects MA GPA 3.96

Jiangnan University | Wuxi, China • Major: Animation BA

SKILLS

Primary • MODELING • TEXTURE

Secondary • STORYBOARD • LIGHTING • 2D & 3D ANIMATION • RIGGING

SOFTWARES

• MAYA • MARI • C4D • HOUDINI • SUBSTANCE DESIGNER • SUBSTANCE PAINTER

• UNREAL • ZBRUSH • MARVELOUS DESIGNER • BLENDER

CONTACT

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