

SUMMARY: Emerging 3D animator with industry experience in character animation, modeling, and 3D environment design. Skilled in character animation and 3D asset creation, with a strong understanding of composition and visual storytelling.

Passionate about working on projects involving 3D animation pipelines for video games, animation, and interactive media. Curious to learn new techniques through experience and bring concepts to completion.

EDUCATION:

MFA 3D Animation - Pratt Institute, Brooklyn, NY, 2024-2026 (GPA: 3.89/4)

BFA 3D Animation - Savannah College of Art and Design, Savannah, GA, 2020 - 2024 (GPA: 3.73/4)

EXPERIENCE:

3D Modeling Intern - Nuctopus Animation Studios, Shanghai - 05/2023 - 08/2023

3D Modeling and Animation in a team of 12 colleagues

Created rough models for an ongoing animation project

Gained experience with Maya and collaborative project management

Developed rough models and an environment to support the animation project workflow

Executed 3D modeling and animation tasks using Maya software

3D Artist Intern - Pocket Play LLC, NJ, USA - 07/2025 - 08/2025

Created 3D Modeling, Animation, and rigging for mobile games; still in progress. Gained experience in 3D modeling and rigging.

Projects Involved: Night Club Simulator (Modeling). Cat Cafe (Modeling Props and Rigging)

PROJECTS:

A Fishy Dream - Pratt Institute- 09/01/2024 - 05/05/2026

Solo project; served as lead director, animator, and asset creator. Mainly used Maya for rendering, rigging, and animation; Nuke for compositing; and ZBrush for modeling.

White and Spotty - Pratt Institute- 26/09/2024 - 01/12/2024

First film project using Maya for animation. Modeled, rendered, and animated.

A Hitchhiker's Guide to the Galaxy- Pratt Institute- 25/01/2024 - 05/15/2024

Worked on acting and performance, adapting a favorite novel or story into a completed animation.

Excellence in Academic Achievement, Pratt Institute, 2026

AWARDS:

Graduated with honors, *Magna Cum Laude*, School of Animation and Motion, SCAD 2020-2024

Kirilo Animation, *LIFT-OFF GLOBAL NETWORK*, 2024, Official Selection, Bestlov Film Festival, 2024 Excellence in Academic Achievement in Digital Arts, Pratt Institute, 2026

SKILLS:

Software: Maya, Blender, Houdini, ZBrush, Adobe Creative Suite (Adobe Certificate for Photoshop), G Suite, and MS Suite

Programming: Experienced in animation principles and 3D character animation, rigging, lighting, and modeling

Languages: English, French, and Mandarin Chinese