

XUEYING LUO

3D Character Animator & 3D Technical Artist

SKILLS

Professional Skills

- 3D Character Animator
- Lighting
- Cloth Simulation
- Hair Grooming and Simulation
- Python
- Compositing
- 3D Modeling

Software Skills

- Maya
- Arnold
- Unreal
- Nuke
- Toon Boom Harmony
- Photoshop
- Premiere
- Substance Painter

EXPERIENCE

Ace & Jett | Director Student Film | Atlanta, GA

01/2022 - 06/2023 Produced thesis film as a director. Worked as modeler, lead animator, texture artist, simulation artist, lighter and compositor.

Maneki | 3D Character Animator Student Film | Atlanta, GA

03/2021 - 11/2021 Worked as a 3D character animator with Maya. Helped from the key poses stage to the final polishing stage.

BeetBattle | 2D Character Animator | 3D Props Modeler Student Film | Savannah, GA

06/2021 - 08/2021 Responsible for cleaning up, coloring and shading with Harmony, and helping modeling 3D props with Maya.

Please Wait for the Next Available Angel | 3D Character Animator Student film | Atlanta, GA

03/2021 - 05/2021 Worked as a 3D character animator with Maya. Helped polishing the animation based on the basic story key poses.



CONTACT

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- 470-909-9945
- Atlanta, GA

EDUCATION AND TRAINING

09/2019 - 06/2023

Master of Fine Arts - Animation

Savannah College of Art and Design
Atlanta, GA

2014 - 2018

Bachelor of Science - Computer Science

Tianjin University of Technology
Tianjin, China

LANGUAGES

English

Chinese (Mandarin)