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SUMMARY: 5 years experience in 3d digital animation & proficient knowledge of computer programming

EXPERIENCE

DISNEY RESEARCH - LAB ASSOCIATE INTERN

summer 2015 - present

Created content for various numbers of research projects involving animation, 3d modeling, and motion graphics. Assisted in Disney Research projects presented in ACM SIGGRAPH 2015.

WORLD ECONOMIC FORUM - CMU DEMO OPERATOR

sept 8-12, 2015

Presented in Chinese the Carnegie Mellon HCI virtual learning peer project, Alex, at Annual Meeting of the New Champions in Dalian, China. Translated and operated demo for duration of conference.

CMU HCI RESEARCH ASSISTANT - ANIMATION INTERN

summer 2015 - fall 2015

Translated, animated and created a Chinese version of CMU'S HCI virtual peer project, Alex. Presented project in the World Economic Forum (Annual Meeting of the New Champions) in Sept. Collaborated with Carnegie Mellon Human-Computer Interaction Professor, Justine Cassell.

MOJO GAME STUDIO - ANIMATION INTERN

summer 2014 - spring 2015

Producted main character animations in 3Ds Max for first person role-playing game Aderyn's Cradle. Worked on a team of programmers and artists for game Kickstarter in Summer 2015.

PROFESSOR ASSISTANT - ANIMATION & 3D MODELER

fall 2013 - spring 2014

Collaborated on projects with Carnegie Mellon Fine Arts professor Andrew Johnson involving film, animation, 3D modeling and visual design.

IVY EDUCATION - DESIGN INTERN

summer 2013

Designed logos and company website which assisted exchange students apply for colleges in the United States

EDUCATION

Carnegie Mellon University

CLASS of 2016

Major: Bachelor of Fine Arts Electronic Time Based Media

Notable Courses:

Experimental Animation
Intro to Motion Capture
Fundamentals of Programming
and Computer Science
Principles of Imperative Computation

HONORS

Presented CMU's HCI project to Secretary of US Education Arne Duncan

1st Place CMU Game Creation Society

Art Garage Animation Jam Participant

TartanHacks Winner

Pennapps

Hackathon Winner

Dean's List

SKILLS

Maya Zbrush Adobe Suite Motion Capture 3ds Max Rhino Objective C Python HTML 5 & CSS Photography Calligraphy Chinese