

## EDUCATION

### Fu Jen Catholic University

*Bachelor of Fine Arts in Applied Arts*

Taipei, Taiwan

09/2005-06/2010

- **Relevant Coursework:**

- Script writing for Animation, Computer Animation, C, and Unix

### National Taiwan University Certificate of Course Completion

10/2015-11/2015

HTML5, CSS3, jQuery, Bootstrap-Frontend Web Development Essent course

## EXPERIENCE

### Shanghai New Culture Media Group (collaboration with Moonshine Animation)

Shanghai, China

*3D Animator*

11/2014-05/2015

Made CG elements for projects, was in charge of communicating between Shanghai New Culture Media Group and Moonshine Animation

- Asus K20 CF: a computer commercial film
  - Conducted the modeling, texture, and the page animation of a book in one of the scenes using 3DsMAX and Photoshop
  - Rendered the matte setting and adjusted light settings in one of the scenes using 3DsMAX and Vray
- 8210: mineral water advertisement
  - Created smoke, fog, and sparks in the film using Houdini
  - Set and rendered the rendering pass for three shots using Houdini for composer
  - Conducted asset checking with Adobe AfterEffects and NUKE
    - Utilized 2.5 D projection, advanced application in digital matte painting, and attempted to add into standard work process to reduce cost of rendering
- Asus 2015 CES Opening Film
  - Simulated the particle and smoke effects using 3DsMAX and FumeFX
  - Cooperated with Moonshine and Bitos Studio

### Moonshine Animation

Taipei, Taiwan

*VFX Artist*

07/2013-06/2014

Designed system to improve workflow for the company and made CG elements for projects

- Music Video of Jane Zhang's "Forever"
  - Created a train's steam and a sea of clouds in the film using 3DsMAX and FumeFX
  - Was chosen to cooperate with Grass Jelly due to my advanced skills in setting parameters, and familiarity with software, and was credited for the simulation section
- Nebula Project
  - Cooperated with colleague in developing "Render Check" system for workflow improvement in setting and checking rendering process
  - Designed the functions featured in this system, and initiated the development of research department in the company
- ASUS G751: a notebook commercial film
  - Made the previz with 3DsMAX and communicated with the client directly
  - Evaluated complexity of this project with previz and incorporated evaluation into standard work process
  - Made destructive effects shots
- Pepsi, Shake Your Body
  - Performed simulation test using 3DsMAX, FumeFX, and Krakatoa
  - Cooperated with Grass Jelly and was credited for simulation section
  - Conducted particle effects in the early stage of this project

- Fo Guang Shan, The Poor Woman's Lamp: a 3D stereo animation
  - Simulated candles' light and smoke effects using 3DsMax, FumeFx, and AfterEffects for checking
  - Achieved major efficiency improvements for the workflow of this 3D stereo film
- Discovery, Man VS. Ant, Title Words Opening
  - Designed and completed the animation – including environmental setting, lighting render setting, movement setting, and shot movement using 3DsMAX, Vray and AfterEffects
  - Created storyboard for this animation and advised to add Previz into standard work process

## Post Production

Taipei, Taiwan

3D Animator

02/2012-08/2012

Was in charge of CG elements for TV Advertisements

- Trans Globe, One Dollar Tree: commercial film for an insurance company
  - Modeled the trees and environmental factors in the film with 3DsMAX, Vray, and Photoshop
  - Conducted layout using 3DsMAX
- ASO, Shoes: commercial for a shoe company
  - Completed Modeling and textures of the shoes using 3DsMAX and Photoshop
- Sony Xperia and Sola: commercial film of Sony smart-phones
  - Modeled and textured smart-phone SONY Xperia with 3DsMAX, Vray, and Photoshop

## ROC, Military Service

Taoyuan, Taiwan

Private

07/2010-07/2011

- Combat Engineer
  - Received training in bridge building, demolition, bunker construction, and clearing land mines in Army Engineer Training Center

## ACTIVITIES

### Department of Applied Arts, Fu Jen Catholic University

Taipei, Taiwan

Website developer

09/2007-06/2008

- Established the official website for the Department of Applied Arts, collaborating with 3 teammates
  - Worked with teammates on designing the structure and interface of the website
  - Was in charge of collecting resources, including the pictures and films which served as elements of the webpage

### Association of Applied Arts, Fu Jen Catholic University

Taipei, Taiwan

Member of photography team

09/2006-06/2007

- Participated in the association of Applied Arts as a member of the photography group
  - Filmed, took pictures of the events hosted by association, and edited them with post-production software including Premiere, AfterEffects, and Digital Fusion

## SKILLS

- Operating Software:
  - Modeling: 3DsMax, ZBrush
  - Texturing: Photoshop, Quixel SUITE, Allegorithmic Substance, ZBrush
  - Effects / Simulation: Particle Flow, Thinking Particle, FumeFX, Krakatoa, Realflow, Houdini, Blender
  - Rendering: Vray, Octane Render
  - Composition: AfterEffects, NUKE
- Web Design: HTML5, CSS3
- Traditional Painting Skill: Sketch, Watercolor

## LANGUAGES

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- Mandarin: Native
- English: Fluent