

Professional Experiences

Original Force 3D (Aug 2018 - Jun 2019)

Live-action TV Series : King Avatar - Layout Production Coordinator

- Managed CG layout and motion capture of a 42 episode TV series. Produced 12900 full CG shots of 300 minutes.
- Collected feedback from directors and communicated between layout artists and supervisors.
- Responsible for scheduling and resource management.

Animated Feature Film : Ali and Dream Castle - Animation Production Coordinator

- Managed CG previsualization production of a 90-minute feature film.
- Worked with 18 layout artists to produce 1300 full CG shots of 52 sequences.

Visionary Media (Aug 2021 - Dec 2021)

TV broadcast : RED Annual Brand Ceremony - Assistant Director

- Cooperated with entertainers, visual artists, and stage managers.
- Assisted the director in rehearsals, editing, and visual effects productions.

TV broadcast: The 3rd Alibaba Global Mathematics Competition Awarding Ceremony - Assistant Director

- Coordinated 32 global contestants from 8 countries to produce a live ceremony.
- Organized costumes, hairstyling, and lighting. Produced a 60-minute edit of the ceremony.

The Third Floor (Oct 2017 - Nov 2017)

Animated Feature Film (NDA)- Asset Artist

- Worked on modeling, texturing, and rigging of hero assets and CG environments.

Oriental DreamWorks (Jul 2016 - Aug 2016)

Animated Feature Film : Abominable - Modeler

- Modeled hero assets and the environment using Autodesk Maya.
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Academic Experiences

California Institute of the Arts - MFA Creative Producing & Management (Sep 2019 - Jun 2022)

Daughter - Associate Production Supervisor

- Organized, planned, and coordinated weekly production meetings. Responsible for budgeting, scheduling, and resource management. Worked closely with designers and directors to produce a 2 hours play.

School of Theater Festival – Production Manager

- Responsible for budgeting of 16 projects at the festival. Developed and executed a purchasing guideline.

The Labyrinth – Production Manager

- Establish guidelines and workflow for artists.
- Organized weekly meetings to communicate with department leads and faculties.

Oedipus the King - Assistant Production Manager

- Responsible for scheduling and budgeting for all departments. Assisted artists with their technical needs.

School of Visual Arts - BFA 3D Computer Animation & Visual Effects (Sep 2012 - Jun 2017)

Animation Film : Don't Talk to Strangers 2017 - Director, Production Manager, Modeler, Simulation Artist

Conceived the story, designed the characters, manufactured models, rendered the effects, simulated clothes, and selected dubbing speakers; Organized a twenty-people CG special effects team with two teammates to finish the film; Reflected profound thinking of child kidnapper and universal prejudice.

Professional Skills

Management: Shotgun, RV, Office Excel, Office Word

CG & VFX: Maya, Zbrush, Mudbox, Fusion 360, Houdini, Nuke, Adobe After Effects (AE)

Design & Editing: Adobe Premiere (PR), Final Cut, Photoshop (PS), Illustrator (AI), Adobe Dreamweaver