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EXPERIENCE

Captive Style, LLC | Visual Development Artist • Feb 2025 – Present

- Establish visual identity and concept art for an unannounced game-focused publishing project.
- Develop character and environment designs that support narrative goals and iterative production.

Independent Game Development | 3D Game Artist & Developer • Sep 2024 – Present

- **“Kaijuggedon (Stylized FPS)”**: Designed and modeled enemy creatures and props, establishing the aesthetic direction.
- Rigged and optimized stylized assets for Roblox Studio, maintaining strict technical budgets and stable frame rates across mobile and PC.

Beijing Jinghui Vision | Compositor & 3D Generalist • 2021 – 2024

- Executed end-to-end PBR workflows, camera tracking, and VFX for the feature film **“No Forgiveness”**.
- Produced high-quality 3D assets and compositing for various commercial and film clients.

Magic Pictures Studio | 3D Generalist • 2017 – 2019

- Developed stylized and realistic character/hard-surface assets for TV projects like **“Midnight Texas”**.

Day’s End Pictures, Inc. | Compositor • 2016

- Provided VFX cleanup and compositing for the feature film **“Voyage of Time: Life's Journey”**.

Atomic Garage Studio | Technical Lead • 2015 – 2016

- Engineered rig conversion tools and animation data transfer solutions between Maya and 3ds Max.

Midnight Oil | Freelance 3D Artist • 2014 – 2015

- Sculpted and rendered character assets for **“Saints Row: Gat out of Hell”** and **“Agents of Mayhem box art”**.

TECHNICAL SKILLS

- **Engines:** Roblox Studio (Luau), Unreal Engine 5, Unity
- **Stylized Modeling & Sculpting:** Maya, 3ds Max, Blender, ZBrush, Mudbox, Marvelous Designer
- **Texturing:** Substance Painter, Marmoset Toolbag, Photoshop, Mari, V-Ray
- **Pipeline:** Rigging, PBR Workflows, High-to-Low Poly Baking, Retopology, Mobile Optimization

EDUCATION & LANGUAGES

- **MFA Game Development** (Academy of Art University) • **BFA Digital Media** (Otis College of Art)
- **Languages:** Native Mandarin and Shanghaiese; Fluent English