

Fan Fei

Concept & 3D Artist

Los Angeles, CA
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fanfei.tv

Experience

Captive Style, LLC, Los Angeles — Visual Development Artist

Feb 2025 – Present

Collaborated with the creative director on visual development and concept art for a publishing project currently in production.

Beijing Jinghui Vision Cultural Media, Shanghai — Compositor, 3D Generalist

Sep 2021 - Oct 2024

“No Forgiveness (罪无可赦)” – Asset creation, object removal, camera tracking, retopology, UV mapping, and texturing.

Magic Pictures Studio, Santa Monica — 3D Generalist

Feb 2017 - Feb 2019

“Midnight, Texas” (2017) - Character modeling, retopology, UV mapping, texture painting.
“Skyliner Commercial (Japan)” (2017) – Hard surface modeling, retopology, UV mapping.
Also contributed to various commercial projects involving shader creation, look development, and material design.

Day’s End Pictures, Inc., Culver City — Compositor

May 2016 - Sep 2016

“Voyage of Time: Life’s Journey” (2016) - Object removal, de-flicker, de-judder, dust-busting in Nuke.

Atomic Garage Studio, Burbank — Technical Lead, 3D Generalist

Apr 2015 – Apr 2016

Converted and troubleshoot rigs and animation data between Maya and 3ds Max; coordinated with animators, riggers, and supervisors to address client feedback and maintain cross-department pipeline efficiency.

Midnight Oil, Burbank — Freelance 3D Artist

Aug 2014 - May 2015

Created character model rigs, posing, sculpting, texturing, lighting, and rendering in ZBrush for video game box art, posters and magazines.

Digital Media Department, Otis, Los Angeles — Maya, ZBrush Tutor

Jan 2013 - May 2015

Guided students through 3D projects and provided technical support for Maya and ZBrush.

Academic Computing Service, Otis, Los Angeles — Computer Lab Technician

Aug 2012 - Mar 2014

Monitored lab systems; installed and troubleshoot software and hardware issues.

Education

Academy of Art University, San Francisco — Master of Fine Arts, Game Development

Sep 2018 - May 2021

Otis College of Art and Design, Los Angeles — Bachelor of Fine Arts, Digital Media

Sep 2010 - May 2014

Software

Maya | 3DS Max
Blender | ZBrush
Mudbox | Unity
Photoshop | V-Ray
Illustrator | Mari
Unreal Engine
Fusion | Nuke
After Effects
Marvelous Designer
Final Cut Pro
Cinema 4D
Microsoft Office

Language

Fluent in English,
Mandarin, and
Shanghainese

Work Authorization

U.S. Permanent
Resident