

3D Visual Effects Artist

- 3 years experience in Graphic Design / Marketing
- Software knowledge: Autodesk Maya, Adobe After Effects, Adobe Photoshop, Autodesk Combustion, PF Track, Boujou
- Languages: English, Mandarin, Taiwanese

Education:

THE ART INSTITUTE OF CALIFORNIA-ORANGE COUNTY

Bachelor of Science - Media Arts & Animation - September 2007

Coursework Included:

- 3D Modeling (Character, Hard Surface & Organic)
- Advanced Material & Lighting
- Digital Compositing
- Motion Design
- 3D Character Rigging
- 3D Visual Effects

FOUNTAIN VALLEY HIGH SCHOOL—Graduated June, 1997

Experience:

3D Visual Effects Artist, **Method Studios** [October 2007-Present]

Freelance Motion Design, **Bottega Veneta / Gucci Group**

- Motion Design & Video editing for Corporate Annual Managers' Meeting presented in Italy. [Mar 2007-April 2007]

Creative Director, **No Limits Mixed Martial Arts & Fitness Inc.** [Feb 2005 Present]

- Designed Corporate Franchise logo
- Designed & Photographed various marketing elements for image branding (Event Posters, Clothing, Advertisements)
- Modeled/Textured 3D Environments for future franchise establishments

Intern, **Geffen Records/Universal Music Group** (Creative Dept) [July 2005-December 2005]

- Conceptualized logos / cover art for established and upcoming artists
- Developed concepts for promotional media
- Assisted Art Director & Production Manager

Affiliations:

MGLA (Motion Graphics Los Angeles) – www.mgla.org [March 2006 – Present]

Citizen Buddy - Best Buddies www.bestbuddies.org [November 2005 – Present]