

# Shiyu Liu

Pasadena, California  
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## WORK EXPERIENCE

### 3D animation specialist - Brain Hack Magic LLC · Part-time

Remote 06/2024 - Present

- Responsible for in game & cinematic animation and rigging(advance skeleton system).
- Modify Texture/ Model Cleanup

### 3D animator - Maten Animation

Remote 03/2024-05/2024

- Collaborating with **Universal Pictures & Dream works**, continue producing CG animations for the 'How to Train Your Dragon: Journey' game. Hit 100,000+ views on launch day.

### 3D animator - Maten Animation

Remote 06/2023-07/2023

- Cooperation with **Universal Pictures**, Contributed as a freelance animator to 'How to Train Your Dragon: Journey' game CG.
- Executed a 6-second animation, encompassing Baby Nadder, Hotburple, and Scauldron, effectively conveying character emotional changes within a limited frame count.

## SCHOOL PROJECT EXPERIENCE

### Lead 3D artist - Art Center College of Design

Pasadena 05/2023-present

- Worked on 3D Animation Project "Tall Wall", Set up shader to achieve 2D artistic effects within the Unreal Engine, set up Maya to Unreal pipeline.
- As the 3D lead, adeptly resolved all 3D and engine-related questions, ensuring the compliance of 3D files with project standards.

### 3D generalist - Art Center College of Design

Pasadena 09/2022-12/2-22, 01/2022-04/2022

- Worked on Game Project "Neo-Versailles" Creating game ready character, Props. Independently completed modeling, texturing, and rendering process.

## EDUCATION

### Art Center College of Design

Animation, BS GPA 3.75

September 2020 - May 2024

## SKILLS

### Advanced:

Maya, Zbrush, Substance Painter, Adobe Photoshop, Unreal Engine, marmoset.

### Intermediate:

Unity, Blender, Substance Designer, Marvelous Designer, After Effect, Toon Boom harmony, Motion Bulider.

## LANGUAGES

English (Professional); Mandarin (Native)

## AWARDS

Provost List in Art Center College of Design 2022,23

