

## Profile

Over 10 years professional experience in 3D Design, working in games, advertisement, real estate visualization, and digital collecting. Deep understanding of 3D art design pipeline and strong knowledge of various steps in the 3D design process. Always learning the latest technology and development in visual design, constantly identifying implementation of new techniques in everyday workflow.

**Portfolio** <https://www.juliactheworld.com>

## Technical skills

**Software:** Maya; Zbrush; Blender; 3DCoat; Substance Painter; Unity; Adobe Suite; 3Ds MAX; Sketch

**Skills:** 3D Modeling; 3D Sculpting; UV Unwrapping; Texturing; Rigging and Animation; UX/UI Design; Video Editing; HTML and CSS.

## Experience

### Quidd LLC

**New York, USA**

#### 3D Designer

**June 2018 – Present**

- Concepting and sculpting digital 3D figures for Disney, Hasbro, and Marvel to be sold on the Quidd marketplace
- Working closely with Funko and HBO, retopologizing high polygon 3D models into low polygon 3D figures, followed by UV unwrapping, texturing, rendering the figures to be compatible with the Quidd app
- Rigging and animating high value digital 3D figures, such as Hasbro's Transformer series, to be sold as rare collectible items
- Assisted with the development design of Quidd's user onboarding process in order to increase usability and user retention

### Mokuni LLC

**New York, USA**

#### Lead 3D Artist

**February – July 2015; January – August 2017**

- Assisted with the development of VR game **Kitty in The Box VR**, from game design, concepting to 3D modeling
- Designed assets for mobile games **Food Conga** and **Kitty in the Box**, from concepting, lighting, to 3D modeling
- For the above three games, used Maya, Substance Painter and Unity in daily workflow

### Surreal VR / Factice Studio

**New York, USA**

#### 3D Contractor / Artist

**June – Nov. 2014; Jan 2015 – Sep 2016**

- For Surreal, designed life-like 3D characters and accessories for **SurrealVR**, a social VR platform where users create avatars and play social games, using Maya, Unity, Zbrush, and Photoshop
- At Factice Studio, designed 3D architectural models using blueprints and CAD drawings, and completed shot realization from scene assembly, from lighting, texturing and rendering to compositing

### Pathea Games

**Chongqing, China**

#### 3D Artist

**September 2012 - October 2013**

- Provided 3D design support for the launch of **Planet Explorers**, a SANDBOX style independent game, creating characters, weapons, and 3D environmental items for a Unity 3D engine
- Assisted with IOS game development, designing characters and clothing using next generation texture effects and low polygon modeling
- Communicated regularly with Unity engineers to bridge the gap between 3D designers and programmers on various projects, and completing them in a timely manner

**Chengdu DKM Game Company**

**Chengdu, China**

**3D Environment Art Designer**

**December 2009 - June 2011**

- Designed buildings, plants, and objects for the development of the company's first MMORPG AAA game, entitled **Continent of Myths**, using Maya, 3ds Max, and Photoshop
- Edited and produced the video demo of **Continent of Myths**, designing the 3D architectural and environmental scenes using a Torque 3D Engine to carry out map editing

**Chengdu Sightmagic Game Company**

**Chengdu, China**

**3D Environment Art Designer**

**July 2008 - December 2009**

- Assisted in the development of **The Casual Legend**, creating plants, buildings, and other objects
- Designed objects using high 3D polygon modeling and 3ds Max lighting rendering, and afterwards retouched them in further detail using Photoshop

## **Education**

**Sichuan Conservatory of Music**

**Chengdu, China**

**Bachelor of Fine Arts, Animation**

**June 2007**

**General Assembly**

**New York, USA**

**Certificate in UX Design**

**February 2018**