

3D ARTIST

ANNIE XIAO

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EXPERIENCE

Mentor X, San Francisco, CA

Part time 3D Art Tutor

- Tutoring 1-on-1 to help students be successful in their fields.

Bloomberg LP, New York, NY

Summer Marketing Intern, Video Team

- Created high quality 3D assets for animation used in motion graphic and virtual reality projects
- Collaborated with art director and copy-writer to evaluate and optimize workflow for video team
- Collaborated with other Bloomberg marketing interns on an audit and research project; presented our results and suggestions to marketing leadership

PROJECTS & EXPERIENCES

"The Hero", Studio X, San Francisco, CA

3D modeler & Texture Artist

- Sculpted character's hair with Xgen
- Textured buildings' exterior and interior

Siggraph 2019, Los Angeles, CA

Student Volunteer, Art Gallery

- Explained the artists' insight of the art piece for the tourist

Siggraph 2018, Vancouver, Canada

Student Volunteer, The Studio

- Assisted the tourist for the hands-on projects, like designing T-shirts, making stop motion animation etc
- Making live artistic demo upon requests

SKILLS

- Low-poly/High-poly Hard Surface Modeling
- Low-poly/High-poly Organic modeling
- Video Editing
- 3D Texturing
- UV Layout

SOFTWARE

- Maya
- Mari
- Mudbox
- Photoshop
- Premiere
- Zbrush
- Cinema 4D
- Substance Painter
- After Effects
- Final Cut

EDUCATION

Academy of Art University, school of 3D Animation & Visual Effect San Francisco

Major: 3D modelling

ACCOMPLISHMENTS

- "People Pleaser" 2019 Spring Show of Academy of Art University Fine Art Sculpture Department
- "Dream and Life" in 2019 Spring Show of Academy of Art University Fine Art Sculpture Department
- "Fish School" in 2018 Spring Show of Academy of Art University Fine Art Sculpture Department
- "Purrfect Assassin" in 2018 Spring Show of Academy of Art University Fine Art Sculpture Department