

# Nathalie Mai

Cuixin Mai

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## EXPERIENCE

### Nickelodeon Animation Studio CG Generalist Intern

Feb 2020 - Present

- Established character animation pose based on storyboard instruction
- Quality checked CG assets: UVs, Texture, Rigs and Ctrl's, Renders, and worked from model packs
- Compiled final scene files: brought in textures, shaders, and lores and proxy geos together
- Organized and set up animation assets on project server and Shotgun
- Assisted the production team with Callouts and Breakdowns for assets for overseas vendors studios
- Reported to CG supervisors and leads and took directions from their feedback
- Coordinated with various teams leads to troubleshooting technical and production problems

### Studio X CG Character Animator & Previs Artist

Feb 2018 - Dec 2019

#### *Monsters in the Dark* — by Apollonia Thomaier- Short Film

- Collaborated with the editor and animation lead to established dynamic cinematic layout scenes for the animation team.
- Responsible for translating storyboard sequences in CG vision animatics.
- Worked in the fast speed to in a deadline-driven environment

#### *Coyote's Place*- TV Series directed by Tom Bertino & Lysandra Nelson

- Established characters blocking, camera positioning, and camera movement according to the final storyboard
- Developed stylized character animation involving complex body mechanics, subtle expressions and emotions

#### *Jr. Giants Foodie Cats*- by Jr Giants of San Francisco Giants Baseball Team

- Animated and polished animation for sequences, including fixed anatomical features, cleaning up contact sliding, body penetrations, and altered arcs

#### *Dino Hunt* — Directed by Amrinder Jassar- Short Film

- Developed complex body mechanics for multiple quadruped creatures

### Producer

March 2018 - Dec 2019

#### *Coyote's Place*- TV Series directed by Tom Bertino & Lysandra Nelson

- Managed 3D animation pipeline for a team of artists, including conducting project plans for an animated TV pilot
- Drove an animation workshop to create a collaborative environment for animators and directors to facilitate animation quality and art style
- Coordinated, scheduled and led meetings and reviewed the project

## SKILLS

3D Character Animation  
Previs Animation  
Motion Capture  
Texturing  
Modeling  
Props Rigging  
Animation Production  
Character Design

## SOFTWARE

Autodesk Maya  
Autodesk Motionbuilder  
Autodesk Mudbox  
Adobe After Effects  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere Pro  
Storyboard Pro  
Shotgun  
Unreal  
Unity  
G Suite  
MS Office

## EDUCATION

### Academy of Art University —MFA, Animation

Sept 2016 - Dec 2019

### Guangzhou Academy of Fine Arts, China —BFA, Animation & Illustration

Sept 2012 - July 2016

## AWARDS

### Disney ImagiNation Hong Kong Competition 2015

- 1st Runner Up