

# PINZHEN CHEN

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## EXPERIENCE

### New Westerns, New York, NY

#### Animation coordinator (part-time)

March 2020 - present

- ❖ Cooperate and communicate with customers, and give feedback to the team in time
- ❖ Using software and techniques to produce animations
- ❖ Organize and summarize product information

### Studio X, San Francisco, CA

February-August2019

#### Texture & Lighting Artist

"The Second Chance" (student short film)

- ❖ Texturing the main character's cloth and skin for animation
- ❖ Created light for animation
- ❖ Used material X and standIn for rendering

"Sweet Friendship" (student short film)

- ❖ Replacing background object in nuke for animation

### Speak Easy English Training Institution, Zhong Shan, CHN

January 2019

#### Art teacher

- ❖ Introduced animation pipeline for kids
- ❖ Teaching basic drawing skill and words

### Advertising Graphic Design, Zhong Shan, CHN

May 2018

#### Illustrator

- ❖ Drew Illustration for concept upon request
- ❖ Friendly cooperated with supervisor at team work

### Island of Manga APP, Shang Hai, CHN

June2015-April2017

#### Freelance Comics Artist

"Specific Human College" (contract, personal work, published)

- ❖ Pre-production for manga
- ❖ Designed story shooting board and characters
- ❖ Drew manga for story upon request
- ❖ Work well with comic editor

## EDUCATION

- ❖ Academy of Art University c/o 2017 (MA in animation emphasis on texturing&lighting)
- ❖ Guangdong Baiyu University c/o 2013 (BFA in animation emphasis on 2D animation)

## SKILL

- ❖ 3D texturing / Xgen / UVs Layout / 2D animation
- ❖ Traditional drawing skill / Basic CG lighting and compositing skills in Nuke
- ❖ Mari / Photoshop / Substance Painter / Maya
- ❖ Mudbox / marvelous designer / Zbrush
- ❖ Adobe Premiere / After Effects / shotgun