

Zhengjie Lai

3D Artist

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EXPERIENCE

Proof INC — 3D Assets Artist

May 2023 - July 2023 - **Contract**

- Experience in Character Modeling and 3D Texture Painting
- Rigging Character, Set Environment and Props

Imuu Art Technology — 3D Generalist Artist

April 2022 - June 2022 - **Contract**

- Ability to utilize various software, Maya, Substance, ZBrush, Marvelous, Unreal, or analogous software
- Experience quickly generating optimized UV maps
- Strong self-learning skills with the ability to learn and use new software quickly

Jingjiu Network Technology- 3D Generalist Modeler

December 2020 - March 2021 - **Internship**

- Participated in character design and 2D concept
- Creativity, verbal skills, and retopology problem-solving ability
- Translate Characters' concept art and design ideas into optimized, efficient, and polished 3D models
- Experience painting High-quality PBR textures with Substance Painter
- Completed staging and set complex environment
- Task-driven, self-motivated, proactive, and works well under deadlines

EDUCATION

Academy of Art University, San Francisco- MFA

Animation& Visual Effects- Modeling
September 2020- December 2022

Academy of Art University, San Francisco - BFA

Animation& Visual Effects- Modeling
September 2015 - May 2020

SKILLS

Organic Modeling
Hard Surface Modeling
UV Layout
3D Texture painting
Lighting
Rigging
Rendering

SOFTWARE

Maya
Zbrush
Marvelous Designer
Substance Painter
Arnold
Unreal
Adobe Photoshop

AWARD

-Spring Show 2023-
School of Animation and VFX
1st Place
VFX Lighting