

Zhengjie Lai

3D Artist

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EXPERIENCE

Phoenix, Jingjiu Network Technology-Shanghai

-Generalist Modeler

December 2020 - March 2021 - **Internship**

- Participated in character design and 2D three-view drawing
- 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.

DoppelGanger, Imuu Art Technology — Character Artist

April 2022 - June 2022 - **Freelance**

- 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

The Aces, StudioX — Character Artist

September 2019 - December 2022 - **Volunteer**

- Experience completed modeling and texture painting of several characters in a short time
- Produced a variety of aesthetics style character models
- Experience with the Marvelous Designer to make clothes

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 - March 2020

SKILLS

Organic Modeling

Hard Surface Modeling

UV

3D Texture painting

Lighting

Rigging

Rendering

After Effect

Compositing

Software

Unreal

Maya

Zbrush

Marvelous Designer

Substance Painter

Mudbox

Mari

Nuke

Adobe Photoshop

Adobe After Effect

Adobe Premiere