

Zhengjie Lai

3D Modeler

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EXPERIENCE

Good Bad and Beautiful, StudioX — Environment Modeler

February 2019 - February 2020

Making Environment and Props

Wood Houses, Mountains, Cactus, Rocks

Troubleshooting.

The Aces, StudioX — Character Modeler

September 2019 - December 2019

Making Stylistic Strong Male Characters.

Hard-edge Anatomy

Finny, StudioX — Character Modeler

September 2019 - December 2020

Cartoon Turtle (TAM) Character.

The Nothing, IMUU Art Studio (IMUU) — CG Character Modeler

July 2019 - September 2019

Freelance

Female Facial Scanning Character

Space Black Hole Maker Machine

Hard Surface.

EDUCATION

Academy of Art University, San Francisco — BFA

September 2015 - March 2020

StudioX

February 2019 - February 2020

SKILLS

Hard Surface Modeling

Organic Modeling

UV

Texturing/ 3D Texture painting

Rendering

Lighting

Software

Maya

Zbrush

Mudbox

Mari

Substance Painter

Nuke

Adobe Photoshop

Adobe After Effect

Adobe Premiere