

★ EDUCATION		SKILLS
★ Savannah College of Art and Design Savannah, GA	09/2021 - 05/2026	3D Animation Mocap live Capture/ Process Data Mocap Animation Cleanup Facial Capture/Facial Solving Mocap Data Input/Export Live Link Virtual Production Streaming Vicon Virtual Cam In UE Streaming Mocap Data in MoBu and U
Master of Fine Arts in Animation	M.F.A.	
★ Jiangnan University, Wuxi, China	09/2017 - 06/2021	
Bachelor of Fine Arts in Graphic Design	B.F.A.	

★ INTER | ANIMATION/GAME EXPERIENCE

Tencent LightSpeed Studios - Game Art TA Internship	Nov.2025 - Jan.2026
Technical Animator	Shenzhen, China

- Proficiently mastered Face Good, Live Link Face (Facial Capture) and Captury (Markless) motion capture devices and pipeline (Assembly, Data Collection and Cleaning).
- Participated in game projects involving body/facial movements (MPJ, PW), trained in the synchronous design and data combination of body and facial movements. Facial capture/body data cleaning, combined with hand K capabilities to optimize expression/body animations, optimized/iterated existing refinement processes.
- Handled Metahuman Animation Production Process in Engine Workflow: import recorded facial scans, solve facial data to create Metahuman ID leading to create the Metahuman, add clothing physical assets. Achieve Captury and UE synchronous in real-time to capture body + expression animation. Output facial animation using Performance and ID. Export Metahuman to Maya and combined with the LightBox pipeline to refine the facial animation process. Body rigged with ADV workflow, and retarget mocap data to clean animation and migrate to UE.

Tencent IEG Motion Capture Base - MoCap Internship	April 2025 - Aug.2025
Mocap Specialist	Shenzhen, China

- Calibrated Vicon Capture camera equipments, scanned/created the virtual volume, created actor characters/props in Shogun Live, and recorded ROMs. Applied markers/clusters to performers/weapons. Recorded/saved/captured game motion data in Shogun Live.
- Executed Shogun Live streaming in Motion Builder, Characterization/Retargeting/Constraint matching of props for characters’ skeletons of the game project teams and performers’ mocap skeletons and created 1P/3P cameras.
- Improved retargeting accuracy of the body parts/props and hand postures by modifying and adjusting definitions of performers’ mocap skeletons, IK Blend, and Retargeting attribute in Motion Builder.
- Processed the missing/error/jitter data in Shogun Post. Exported the motion capture data fine-refined by Shogun Post according to the on-site T-pose accuracy retargeting method in Motion Builder.
- Acted with Project teams/performers and be as a rehearsing shots performer for Tencent’s overseas mobile game.
- Participated in Tencent game projects : The Hidden Ones, Cross Fire: Rainbow, LOL Wild Rift, Delta Force, NBN, OG2, QQ Dance, Call of Duty Mobile, Drifter, Honor of Kings: World, Arena Breakout, Game for Peace, Athena, Dust, Raid...

Epic Games X RedKulture Metaverse Virtual Concert	Jan.2024 - April 2024
Mocap Animator / 3D Animator	Remote

- Created a character driven Metaverse music concert experience in both UE and UEFN (Unreal Editor For Fortnite).
- Used Axis Studio Mocap to capture Walk/Run/Jump/Sing/Cheer data of YamYam, and exported data into UE5.
- Built Mannequin Skeletons in unreal to attach the exported mocap data, and retargeted Mannequin Skeleton to YamYam Rig (Process data with Skeleton/Joints/Weight...).
- Saved the animation as sequence and baked it to the rig, and polished the animation. Baked and exported/migrated animation to UEFN. Became an Fortnite Creator and learned to publish and monetized my own experiences.

The Last Dungeon / Tall Wall - Animation Film Festival Nominated and Award Project	Jan.2023 - Mar.2024
3D Animator	Remote

- Animated the main characters in scenes according to previous storyboard with proficiency of Maya /Human IK/MotionBuilder skills (Blocking to Polish, Capture to Clean up...) and bring characters to life.
- Strong ability to observe movements, proficient in human performance/principle of motion recording reference, capturing the subtle layers of movement and grasping the sense of rhythm.
- Worked closely with the interdisciplinary project teams to create immersive cinematic animation shots.

★ LEADERSHIP SKILLS

Inter Animation Project “Action” - Tencent Island MoCap Base Promotional Video :	April 2025 - Aug. 2025
Director / Producer / 3D Animator	Shenzhen, China

- Pipeline overall process supervision, script writing, time coordination, human resource task arrangement.
- LiveLink to synchronize the Motion capture data from Vicon to Motion Builder and UE5 process, Synchronized Vicon real-time Virtual camera to the UE5 camera using Vicon DataStream LiveLink (Virtual Production).
- UE Cyberpunk scene/lighting atmosphere construction, Low Video Memory Debug, classified scenes according to level to optimize Level visibility.
- Motion Builder character assets characterization, camera animation design with Camera Switcher in Motion Builder (On-site motion capture preparation).
- As a motion capture performer, rehearsed motion capture actions, recorded animations in real time through UE Take Recorder, and adjusted the actions of each shot.
- On-site recording of motion capture and supervision, as well as lighting setup for green screen real shooting scenes.
- MoBu exported motion capture data refined by Shogun Post, baked animation data to skeletons, created Control Rig. Blended and adjusted animation takes by using Story Mode. Integrated assets in Motion Builder for Layout design and polished the animation. Added Maya ribbon solutions to the tail and fin parts of the character model.
- UE Sequence designed, exported Motion Builder camera and skeleton animation to UE, fixed the missing Cam Interest issue, added lens shake BP.
- Added particle effects for transmission, replaced effect materials, modified the Opacity node of materials, and added endpoints to Sequence to trigger the Animation of BP.

Software

Maya
Unreal Engine
Motionbuilder
Shogun Live/ Post
Live Link Face/Captury
Substance Painter
Clip Studio Paint
Shotgrid
Photoshop
Procreat
Adobe After Effect
Adobe Illustrator
Adobe Premiere
Microsoft Office

AWARDS

Reconcile - Film Festival Awards

- Couch Film Festival - Honorable Mention-Best Film of the Festival
- Berlin Indie Film Festival - Best Animation-Award Winner
- Lulea International Film Festival - Semi-Finalist
- NewFilmmakers NY - Official Selection

BOLD JOURNEY Magazine - Personal Interview

Personal growth and development centered on the path of being an Professional art practitioner:

- Heart of it all - Purpose. How to find purpose
- Self-introduction and Current Job
- Three skills and qualities folks to succeed
- Biggest area of Growth and Improvement in past 12 months

Leading Entrepreneur Alliance Game Development Summit 2025 GDC Special Session

- Communicate with Cliff, the senior Game Engineer of Riot Games' development Champion MEL
- Invited to participate in this exchange and cooperation platform that integrates creative incubation, cooperation connection and inspiration collision