

★ EDUCATION			SKILLS		
★ Savannah College of Art and Design Savannah, GA Master of Fine Arts in Animation			3D Animation Mocap live Capture/ Process Data Mocap Animation Cleanup Facial Capture/Facial Solving Mocap Data Input/Export Live Link Real-Time Virtual Production Streaming Vicon Virtual Cam In UE Streaming Mocap Data in MoBu and UE Markless Captury Mocap System Game Level Design Unreal Blueprint Modeling/ Lighting/ Texturing Script Writing/ Storyboarding/ Animatic Green Screen Shooting Visual Development Video Editing/Compositing Graphic Design		
★ Jiangnan University, Wuxi, China Bachelor of Fine Arts in Graphic Design					

★ INTER | ANIMATION/GAME EXPERIENCE

Icarus Alpha Inc. - Intership 3D Animator	Oct.2026 - Now Los Angeles, CA
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- Created 3D Character Animations – Designed and refined character animations for gameplay and cinematics, ensuring responsiveness, clarity, and consistency with established animation standards.
- Supported Rigging & Animation Workflows – Assisted with rig testing, animation retargeting, and ensuring assets are compatible with existing character rigs and pipelines.
- Ensured Quality & Continuity – Reviewed animations and assets for accuracy, polish, and consistency, making adjustments as needed to meet production standards.

Tencent LightSpeed Studios - Intership Technical Animator	Nov.2025 - Jan.2026 Shenzhen, China
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- Proficiently mastered Face Good, Live Link Face (Facial Capture) and Captury (Markless) motion capture devices and pipeline (Assembly, Data Capture and Cleaning).
- Participated in game projects(MPJ, PW) involving body/facial capture, synchronous design and data combination of body and facial movements. Facial capture/body data cleaning, combined with hand K capabilities to optimize facial 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 combine 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 to produce Sequence CG.

Tencent IEG Motion Capture Base - Intership Motion Capture Technician	April 2025 - Aug.2025 Shenzhen, China
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- 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 by recording ROMs.
- 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 shot performer for Tencent’s overseas mobile game.
- Captured and Characterized 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 Mocap Animator / Game Animator	Jan.2024 - April 2024 Savannah, GA
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- 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 cleaned up the animation. Baked and exported/migrated animation to UEFN. Became an Fortnite Creator and learned to publish and monetized my own experiences.

★ LEADERSHIP SKILLS

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

BOLD JOURNEY Magazine - Personal Interview
VoyageLA Magazine - Personal Interview

Personal growth and development centered on the path of being an Professional 3D Animator

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

Tall Wall - Film Festival Awards

- Apex Film Festival - Best Animation
- Unreal Engine - Student Showcase 2024