



Education: **Bachelor of Fine Arts - Animation** **May 2026**
Savannach College Art and Design - Savannah, Georgia, USA

Work **Ningxia Regional Library** **Summer 2019**
Experience: Librarian

- Organize books that visitors have finished reading
- Help inquiring visitors find books
- Arranging new books by number on shelves

Software: Maya, Premiere, After effect, Harmony, Unreal Engine, substance 3D Painter, Media Encoder, Photoshop

Skills: Strong adaptability, Chinese language skills, comprehension skills

Collaborative **ImAgInAtlon(3D Cel- Shaded Animation):** Jay Huang **October 4th 2024**
Projects: Responsible for modeling scenes and props, some storyboarding, animation animator for one character

The Fastest Detour(Unreal Engine Animation)

Completed script creation and storyboard design with team members,
built some scenes using assets in UE,
Completed animation of some shots using Mixamo and Maya

Awards: **Scholarship:** From Savannah College Art and Design **September 2021**
To pay for school fees

Additional **SCAD SERVE(Sand Art Festival) :** Savannah College Art and Design **May 7th 2022**
Groups:

- Pick up trash on the beach
- Destroy sand sculptures after the event to make it easier for sea turtles to lay their eggs.

Site and
Reel: www.scad.edu