



ZOEY CHEN

3D Environment Artist

cchen.art

changjinghen9@gmail.com

+1 9126007160 | +86 18571456193

@zoey_chen_artwork

Summary of Qualification

BFA student for Animation. Experienced in environment/props modeling in a team environment. Proficient in 3D character modeling, texturing and lighting. Knowledgeable in character, environment/props concept design.

Experience

“Deadline”

Jun 2022- Aug 2022

3D Artist

Short 3D Animation for Collaborative Experience class's project in SCAD. It is a film render in Arnold which I participated in this project as 3D Modeler. I was in charge of the Main character's modeling and texturing.

“The Dead Sea”

Sep 2022- Jun 2022

3D Environment/props Artist

Entry in SCAD 2022 Animation Showcase. a Unity-based short film which I participated in this project as 3D Modeler. I was in charge of the Main characters, Main Environment and props modeling and texturing.

SOFTWARE

Autodesk Maya, Zbrush, Marmoset Toolbag 3, Adobe Substance 3D painter, Adobe AfterEffects, Adobe Illustrator, Adobe Photoshop, Procreate.

EDUCATION

Savannah College of Art and Design, GA

Expected Graduation Jun 2023

BFA Animation

Major in Technical animation and minor in illustration. Course of study focused on character and environment 3D modeling, life drawing, cartoon and naturalistic animation and motion capture technology. Character modeling and texturing.

Languages

English

Chinese

Korean

Achievement

SCAD Achievement Honors Scholarship

Sep 2018 - Current

SCAD Academic Honors Scholarship

Sep 2018 - Current