

Tina Zhao

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OBJECTIVE:

With 3+ years of experience as a CG 3D modeling specialist seeking opportunities in environment modeling. Experienced in hard surface modeling, texturing, and scene lighting for Animation Production Studios. Currently working on 'Fowl Heist.' Proficient in Autodesk Maya, 3ds Max, and Adobe Substance 3D Painter.

EDUCATION:

Columbia College Chicago - Chicago, IL | Bachelor of Arts

Animation, 05/2023

- Honors: Dean's List
- GPA: 3.72

PROJECTS:

3D ENVIRONMENT MODELER | 05/2023 to Current

Indie Animation Film - Remote

- Collaborated teams of 3+ other artists to build an environment for the short film named 'Fowl Heist.'
- Modeled an abandoned warehouse and designed the character's office interior with hard surfaces.
- Handled UV unwrapping and texturing.

3D ENVIRONMENT MODELER/ SCENE LIGHTER | 09/2022 to 05/2023

Animation Production Studio - Columbia College Chicago - Chicago, IL

- Collaborating with a team of 6+ environment modelers to create an interior scene for a Award Winning short film called 'Magical Mishap' under 10 weeks
- Team of 4 lighting members to move animation shots, relink textures to Blender, and lighting assigned animation shot lists under 15 weeks.

3D ENVIRONMENT MODELER/ SCREEN LIGHTER | 09/2022 to 12/2022

Environment Modeling and Design - Columbia College Chicago - Chicago, IL

- Tight deadline of 14 weeks to hard surface 3D model a Medieval town concept, get criticism from the mentor and revise the scene
- UV Unwrap, texturing, Arnold Lighting, and Arnold Rendering

WORK EXPERIENCE

TEACHER ASSISTANT | 12/2023 to Current

Smart Learning Center - Chicago, IL

- Collaborated effectively with fellow teachers, administrators, and parents to support students in achieving learning objectives.
- Maintained regular communication with parents, students, and faculty to offer feedback and engage in discussions about instructional strategies.
- Graded and evaluated student assignments, papers, and coursework.

SKILLS

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|-----------------|------------------------------|
| • Autodesk Maya | • Adobe Photoshop |
| • Blender | • Adobe Substance 3D Painter |
| • ZBrush | • 3ds Max |