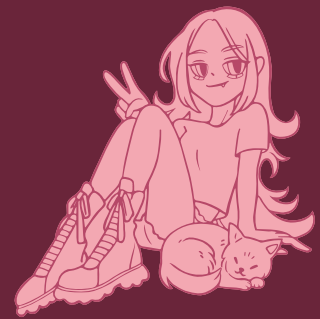


Zoe Luo

3D Animator / Modeler

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SOFTWARE

Autodesk Maya
ZBrush
Procreate
Adobe Substance Painter
Adobe Photoshop
Adobe Illustrate
Adobe After Effects
Adobe Premiere Pro

SKILLS

3D Animation
Character Modeling
Scene Modeling
Prop Design
Character Design
Illustration

I am an experienced 3D animator and modeler with expertise in character design, scene design, character and scene modeling, and animation. I pay great attention to detail and strive for expressive results. Additionally, I possess strong time management and problem-solving skills.

EXPERIENCE

January 2023 - March 2023

"Cat Man" - Student Film

Scriptwriter, Modeler, 3D Animator

In a five-member collaborative team, I undertake multiple roles due to the team's size. I provide story inspiration, design scripts, model scenes and props, conduct texture work, perform rendering tests, create 3D animations, and possess skills in post-production editing with a focus on transition effects and dynamic enhancements.

March 2023 - June 2023

"Hungry" - Student Film

Scenic Designer, Modeler, 3D Animator

In a collaborative team of ten members, I took on different roles. I was responsible for designing the scenes for our film and collecting relevant references. Additionally, I designed and modeled plants and rocks within the scenes. I also contributed to the design of the plot and character behaviors. Furthermore, I created key 3D animations for specific scenes. Throughout the process, I maintained effective communication with my team members.

EDUCATION

Fall 2020 - June 2024

Savannah College of Art and Design, Savannah, GA

BFA.in Animation: 3D Character Animation

The course covers a specialized curriculum with 3D animation as its core. Learn the application of 3D software, including storyboarding, animation techniques, modeling skills, mapping techniques, lighting setup and rendering techniques. Master the complete 3D animation production process from creative concept to final rendering.