

3D Character Animator

Shuwen Zheng

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Profile Passionate and motivated 3D animator with 3 years of experience specializing in feature films and game cinematics.

Experience **3D Animator** / Crazy Maple Studio 2024, Sunnyvale, CA
- Created realistic car and helicopter animation in Blender.
- Created realistic wolf animation and merged it with live action footage.

3D Animator / FineSpline 2023, San Francisco, CA
- Created gameplay animations on the tactics game *Shardbound* with 10+ rigs ranging from humans and robots to quadrupeds and hexapods.
- Tested rigs and created realistic commercial animations for penguins for Masonite.

3D Animator / Hongli Animation Studio 2021-2022, Suzhou, China
- Created full body acting animations of feature films: *Deep Sea* (2023), *Goodbye Monster* (2022).
- Created both acting and combat animations of cinematic trailers: *Honor of Kings*, *League of Legend: Wild Rift*, *Arknights*.
- Taught 4 trainees animation principles and body mechanics following the syllabus twice a week.
- Best Newcomer Award (2021): Troubleshooted common software errors for the team, and increased the workflow efficiency of cleaning up scenes via additional online plugins.

3D Animator Intern / Dancing CG Studio 2020, Suzhou, China
- Created layouts and realistic character animations for TV series *Mysterious Treasures*.
- Cleaned Motion Capture data, and animated the facial expressions and fingers for TV series *Magical Legend Season 4*.

Skills

- 3D handkey animation
- Motion capture clean up
- Clothing and hair simulation
- Rigging

Software

- Maya
- MotionBuilder
- ZBrush
- Premiere
- After Effects
- Unreal Engine
- Blender

Languages

- Mandarin
- English

Education **MA in Animation** / Academy of Art University 2024, San Francisco, CA
- Winner of Spring Award 2023 for 3D Animation Dialogue Test

BFA in Animation / California College of the Arts 2020, Oakland, CA
- The Creative Achievement Award (2017)