FRED ZENG
CG Character Animator

Projects & Experience

Teaching Assistant
Sep 2022 - April 2024

- Assisted and critiqued over 40 students in two modeling classes and CG animation classes
- Class file management
- Helped communicate and provided feedback between students and professors

Tall Wall
Sep 2023 - April 2024

Animation Lead, 3D Character Animator, 3D Modeler
- A school Animation Capstone project illustrating the story about people living in a futuristic imaginary city (Las Nieves) under small pox pandemic
- Managed and distributed tasks to the team, collaborated with other department to set up animation schedules
- Lead a team of 8 animators, Critiqued and gave feedback to teammates
- Practice in industry standard feature animation pipeline to produce various animation shots
- Model environment and props for various shots

No Vacancy
Jun 2023 - Aug 2023

3D Modeler
- A school Animation Capstoneproject illustrating A Cult related horror Story
- Practice in industry standard feature animation pipeline to produced models and props for animation
- Modeled a character and produced UV maps for the texture department

Ao Shu Spellslinger
Jan 2022 - May 2022

3D Character Animator
- A 40 person school Game Capstone project. Created an isometric action RPG in a magical industrial revolution ancient China
- Collaborated with a team of 7 animators, modelers and riggers.
- Collaborated in industry standard pipeline to produce animation for in-game characters
- Created iterations for multiple character animations including swipe attack, pounce attack and idle

Disquietude
Jan 2022 - Dec 2022

3D Modeler, Layout Artist, Animator, Background Painter, Clean Up
- A two minute 2D project, accomplished with team of 7 artists.
- Created designs and iterations for the environemnt and props.
- 3D environment modeler and layout artist.
- Coordinated team with scheduling and progress Via Zoom and in-person.

Education

ArtCenter College of Design
Sep 2020 - April 2024

- Graduate with Honors
- Bachelor of Science (BS) in Entertainment Design (Animation)
Merit Scholarship upon acceptance, Provost's List Sep 2021 - April 2024

Contact

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📞 626 - 375 - 0175

in Fred-Zeng-3DAnimator

🌐 https://www.fredzeng.com/

SKILLS

SOFTWARE:
-Maya
-Zbrush
-Unreal
-Premiere
-Photoshop

SPECIALTIES:
-3D Character Animation
-Modeling
-Lighting

LANGUAGE:
-English
-Mandarin
-Cantonese