

Shiyu Liu

Pasadena, California
415-590-1683
dylanliu2077@gmail.com
shiyuliu.framer.website

WORK EXPERIENCE

3D animator - Maten Animation

Remote 03/2023-Present

- Collaborating with **Universal Pictures & Dream works**, continue producing animations for the 'How to Train Your Dragon: Journey' game.

3D animator - Maten Animation

Remote 06/2023-07/2023

- Cooperation with **Universal Pictures**, Contributed as a freelance animator to 'How to Train Your Dragon: Journey' game CG.
- Executed a 6-second animation, encompassing Baby Nadder, Hotburple, and Scauldron, effectively conveying character emotional changes within a limited frame count.

Teaching assistant - Art Center College of Design

Pasadena 05/ 2022-08/ 2022, 05/ 2021-08 2021

- Assisted the Concept Design 1 instructor in organizing course materials, offering constructive feedback on student assignments, and addressing student inquiries following lectures.

SCHOOL PROJECT EXPERIENCE

Lead 3D artist - Art Center College of Design

Pasadena 05/2023-present

- Worked on 3D Animation Project "Tall Wall", Explore engine tool to achieve 2D artistic effects within the Unreal Engine.
- As the 3D lead, adeptly resolved all 3D and engine-related queries, ensuring the compliance of 3D files with project standards.

3D generalist - Art Center College of Design

Pasadena 09/2022-12/2-22, 01/2022-04/2022

- Worked on Game Project "Neo-Versailles" Creating game ready character, Props. Independently completed modeling, texturing, and rendering process.

EDUCATION

Art Center College of Design

Animation,BS GPA3.75

September 2020 - present

SKILLS

Advanced:

Maya, Zbrush, Substance Painter, Adobe Photoshop, Unreal Engine, marmoset.

Intermediate:

Unity, Blender, SubstanceDesigner, Marvelous Designer, After Effect, Toon Boom harmony

LANGUAGES

English (Professional);
Mandarin (Native)

AWARDS

Provost List in Art Center College of Design 2022,23