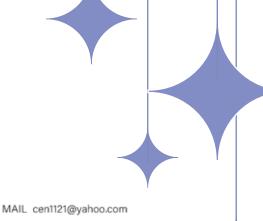


2D Animator & 3D Artist

SITE www.cenk.space



Skills

3D

Modeling Retopology Texturing Lighting

2D

Animation Background Painting

Software

3D Art

-Maya

-Blender

-Zbrush

-Substance Painter

-Substance Designer

-Marvelous Designer

-Unreal Engine

Animation

- Toon Boom Harmony

- Adobe Animation

-Illustrator

-Photoshop

- After Effect

Mricrosoft Office

Languages

Madarin - Native

Cantonese - Native English - Fluent

Japanese - Fluent

Education

ArtCenter College of Design

Bachelor of Science in Entertainment Design: Animation

JAN 2021- DEC 2024

Projects Experience

Bone Hunter - 2D Animator

ArtCenter Game Project

2024.1 - 2024.5

- Animated multiple character sequences using Procreate frame-by-frame.
- Created keyframes for Character selection UI Animation.

Dating Wolf - 3D layout/ 2D Animator

ArtCenter Animation Capstone

2024.1 - 2024.12

- Created 3D modeled based on concept designs to support background illustration workflows.
- Animated multiple shots and contributed to the effects stage.

HOPHOP - 3D Generalist / 2D Animator/ Prop Designer

Artcenter Animation shorts project

2023.1 - 2023.12

- Designed props and scenes, modeled environments based on concepts, created textures, and performed stylized rendering to achieve cohesive visual aesthetics.
- Animated, cleaned up and colored for multiple shots.

Underhazer - 3D Character Modeler

ArtCenter Game Project

2024.9 - present

Modeling for Main Character in Zbrush and Maya.

Doll house - 3D Lighting

Artcenter Animation shorts project

2024.12

Developed shader nodes for stylized scene rendering in Blender

 LOUD
 -2D Animator
 - 2023SP

 SPACE
 -2D Animator
 - 2023FA

 Untitled Dream
 -2D Animator
 - 2024SP

 Core
 -2D Animator
 - 2024FA

ArtCenter 48h Animation Jam

 Collaborated with friends to produce a one-minute animation within 48 hours, adhering to a specified theme.