



2D Animator & 3D Artist

SITE www.cenk.space

MAIL cen1121@yahoo.com

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

Microsoft 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.