

# Shuwen Zheng

## Animator

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### Education

**California College of the Arts / BFA, Animation**

Expected graduation: December 2020

Cumulative GPA: 4.004

### Skills

- CG sculpting and non-automated rigging
- Camera movement and blocking
- Animation
- Lighting, texturing and Arnold rendering

### Software

Zbrush - Maya - Premiere

### Experience

**Academic Coach / California College of the Arts, Learning Resource Center / September 2019 - Present**

- Training other animation students on how to use various animation programs.
- Teaching students time management.

### Projects

**Break Out / 3D animation / December 2019 - Present**

- Designed the characters and modeled them in Maya and Zbrush.
- Lead a team of four and assign detailed tasks to them.

**Love In the Air / 3D animation / February 2019 - December 2019**

- Composed the story between two balloons.
- Designed the characters. Modeled and rigged the characters in Maya and Zbrush.
- Animated the camera and characters in Maya., and rendered with Arnold.

**Penguin Stickers for Wechat / December 2018 - January 2019**

- Used the main character from previous project.
- Looped gif animation made in Photoshop.
- Total download has reached 3,500.

**Justin / 2D animation / November 2018 - May 2019**

- Composed the story about a penguin in the fridge.
- Designed the characters and color tone.
- Animated the story in 2D.