

KUN XIA

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WEBSITES, PORTFOLIOS, PROFILES

- <https://www.kunxia.info/>

PROFESSIONAL SUMMARY

An extremely diligent and enthusiastic 3D artist with experience working in both freelance and studio based teams on VFX and commercial projects. Strongly knowledgeable about lighting, Modeling, Surfacing and Animation. Able to work independently or as part of a team, and address multi-task ongoing projects with full attention to detail and quality. I have a great passion for ideating impactful, well-informed designs and fresh ideas.

WORK HISTORY

3D Generalist / Luma Pictures - Los Angeles, CA / 10.2021 - 05.2023

- Interpreted concept art and sketches to create innovative virtual characters, environments and props.
- Conducted modeling and texture optimization for real-time 3D game applications.
- Worked with other 3D artists, Concept artists to execute projects on time and within budget constraints.

Remote Freelancer / CBS - Los Angeles, CA / 06.2020 - 10.2020

- Interpreted concept art and sketches to create innovative virtual characters, environments and props.

Lighting Artist / Logan TV - Marina Del Rey, CA / 06.2018 - 12.2018

- Determined best lighting design and techniques according to location and situation.
- Collaborated with department to maintain efficient shooting schedule.

3D Generalist Intern / Laundry Design - Los Angeles, CA / 05.2017 - 08.2017

- Conceptualized compelling 3D animations, visual effects and motion

graphics for logos, symbols, backgrounds and special features.

- Worked with other artists, animators, and programmers to execute projects on time and within budget constraints.

SKILLS

- Strong Knowledge about **Lighting, Surfacing, Modeling** and **Animation**
- Proficiency in **Maya, Houdini, Unreal Engine, Cinema4D, Zbrush, Marvelous Designer**
- Proficiency in **Substance Painter, Mari, Nuke and Davinci Resolve**
- Proficiency using **Arnold, Redshift, Octane and Marmost toolbag**

EDUCATION

University of Southern California - Los Angeles, CA / 2018
Master of Fine Arts: Animation & Digital Arts

University of Oregon - Eugene, OR / 06.2015
Bachelor of Arts: Digital Arts