

# KUN XIA

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

## PROFESSIONAL SUMMARY

My major is Animation and Digital Arts. Seeking a full time position as 3D Generalist. Strongly knowledge about lighting, Modeling, Surfacing and Animation. Able to work independently or as part of a team and to address multi-task ongoing projects with full attention to detail and quality.

## WORK HISTORY

**Remote Freelance** / CBS - Los Angeles , CA / 07.2020 - 09.2020

Project: The Last of the Stars (short animated project)

- Create 3D model for background buildings
- Create Texture for buildings

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

Project — NDA Confidential Project

- Set up light and shading network
- Set up scenes to ensure maximum efficiency
- Rendered and composite Animations

Project — NDA Confidential Project

- Modeled and textured assets where needed
- Set up light and shading network
- Rendered and composite Animations

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

Project — pitch campaign for "American Horror Stories season 8"

- Create concept design

Project — pitch campaign for "Nickelodeon Super bowl 2018"

- Create concept design

Project — "Imaginary Friend Society – Being Scared"

- Modeled 3D Character from concept
- Create model for environment assets
- Set up light and shading network
- Animated Dialog

## SKILLS

- Strong Knowledge about **Lighting, Surfacing, Modeling** and **Animation**
- Proficiency in **Maya, Cinema4D, Zbrush, Mudbox**
- Proficiency in **Nuke, Substance Painter, Mari**
- Proficiency using **Arnold, Redshift, Octane, Vray**

## 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