

Siqi Fu

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3D Designer | Motion Designer

Passionate about design and 3D, I'm seeking opportunities to contribute my creativity to diverse and innovative projects.

Portfolio: www.siqiartworks.com

EDUCATION

The University Of Southern California, Los Angeles, CA

Master of Fine Arts

08 2020 - 05 2023

Animation and Digital Arts program

The University Of Maryland- College Park, College Park, MD

Bachelor of Fine Arts

08 2016 - 05 2020

Major in Fine Art and minor in Computer Science

PROJECTS

The Mask — Director, 3D Designer, Producer

- Produced "The Mask," a short 3D film that narrates the tale of a demon's sacrifice for the love of a human girl.
- Directed the project from concept through completion, ensuring a cohesive and compelling narrative.
- Executed all aspects of 3D artistry and film production independently, demonstrating a broad skill set in storytelling and digital animation.

World Cultural Conservation And Conversation Expo — Graphic Designer

- Location: Western China International Expo City, Chengdu, Sichuan Province, China
- Crafted key visual elements including logos, color schemes, typography, and posters.
- Established the expo's visual identity, directly supporting its mission to highlight and preserve cultural heritage.

Wei Lai — Animator

- Created the introductory character animation for "Wei Lai," an award-winning short film, bringing the film's protagonists to life through compelling visual storytelling.

The Cleanup — Graphic Designer, Motion Designer

- Utilized After Effects to craft graphic design elements and motion graphics animations for "The Cleanup," a documentary exploring the nuances of nuclear energy.

The Dead End — Graphic Designer, Motion Designer

- Designed manga-style 2D visual effects to amplify character actions in "The Dead End," enhancing the comedic impact of this live-action short film.

EXPERIENCE

08 2023 - present, Acyclicforce, Inc - Web Designer and Developer

At Acyclicforce, a startup innovating children's literacy with AI-driven solutions, my role was a blend of design and technology.

- Directed the brand identity, creating a logo and defining a color scheme and typography that communicated the brand's educational focus.
- Animated the character for the AI system that enhanced engagement, including a feature I proposed where the AI teacher encourages children to read along, aiding their pronunciation skills.
- Rapidly acquired new programming skills, using Figma for website prototyping and employing JavaScript to develop interactive features that enhanced the learning experience.
- Contributed to the ideation and execution of product features, like the read-along functionality, which I coded to life, adding a dynamic aspect to the AI's teaching capabilities.

08 2021 - 05 2023, USC — Student Assistant

- Led post-lecture discussions to reinforce course concepts.
- Assisted students with technical issues and provided support.
- Managed assignment posting and grading for prompt feedback.
- Collaborated with professors on preparing lecture materials.

SOFTWARES

3D :

- Cinema 4D
- Substance Painter
- Autodesk Maya
- Unity

Render Engine:

- Redshift
- Octane

Adobe Suites:

- After Effects
- Photoshop
- Premiere
- Illustrator
- InDesign

Others:

- Procreate
- Figma

SKILLS

- Motion Design
- Texturing
- Animation
- Lighting
- Modeling
- Rendering
- Video Editing
- Illustration
- Website Design & Development