

Siqi Fu

(484) 707-2607
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Designer/Animator

Portfolio: www.siqiartworks.com

EXPERIENCE

10 2021 - 03 2022, Shan He Game Group — Concept Artist

Remote

- Created concepts according to the game developing document.
- Explored visuals under the lead game designer's requirements.
- Designed assets for different game levels.

08 2021 - present, USC — Student Assistant

Los Angeles

- Led discussion after the lecture.
- Helped students with technique problems.
- Posted and graded assignments.
- Prepared lecture materials according to professors.
- Arranged meetings for professors and students.

PROJECTS

Biubiu — 3D Texture Artist

Biubiu is a 3D animated short film in C4D. I am responsible for the texturing.

The Clean-Up — Graphic Designer

The Clean Up is a documentary about nuclear energy. I am responsible for all the graphics and AE animation.

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

SOFTWARES

3D Softwares:

- C4D
- Redshift
- Substance Painter

Adobe Suites:

- After Effects
- Photoshop
- Premiere
- Illustrator

Procreate

SKILLS

3D Motion Graphics:

- Texturing
- Animation
- Lighting
- Modeling
- Rendering

Video Editing

Illustration

2D Motion Graphics

SOFT SKILLS

Self-motivated and quick learning

Work under pressure

Good Communication skills

LANGUAGES

Chinese

English