

# LITA SHIH

3D ARTIST

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(912) 306 - 5199

## EDUCATION

**Savannah College of Art and Design** 2019 - 2021

Major in Visual Effects MA

Graduation: March 2021

*SCAD Achievement Grad Scholarship*

*Academic Honors Graduate Scholarship*

*SideFX Gallery - Gumball Machine*

**EC Design School** 2018 - 2019

Digital Graphic Design Course

**Shih Hsin University** 2010 - 2014

Department of Radio, TV and Film BFA

*National Education Radio Award*

10th Broadcast Commercial Award

11th Pop Music Program Award

## SKILLS

### SOFTWARE

- Adobe Creative Suite
- 3D - MAYA, Houdini, ZBrush, Blender, Xcode
- Compositing - Nuke, After Effects
- Texture - Substance Painter, Photoshop, Procreate
- Render - Arnold, KeyShot, RenderMan

### TECHNICAL SKILLS

- Modeling, Texturing, Lighting
- Video Editing
- Graphic Design
- Motion Graphics

### PROFESSIONAL SKILLS

- Conceptualize art for various styles.
- Project management, able to organize timeline and keep track of multiple artists.
- Able to take direction and meet assigned deadlines.
- Able to work independently or in a team setting.
- Fluent in both English and Mandarin.
- Organized and detail-oriented.

## WORK EXPERIENCE

**[ FlickPlay Inc. ]**

2021.6 - Now

### 3D Artist

- Creating high quality 2D/3D assets and animation for mobile app AR experiences.
- Utilizing 2D/3D assets and animation, set up lighting and camera in Xcode.
- Creating and optimizing texture maps for different render purposes.
- High fidelity 3D asset creation for NFTs.
- Weight painting, skin binding and checking details of each scene for NFT collection.
- Conceptualizing visual styles for AR experiences.
- Project management. Assigning projects and art directions to external artists.
- Uploading and setting up AR projects with Content Management System.
- Product testing and troubleshooting by using Jira.
- Physically measuring the real world ratio, calculate the scale between real world and 3D scene.

**[ Reworld Inc. ]**

2021.5

### Game Designer Intern

- Environment design of a medieval scene.
  - Creating low poly props and textures.
  - Implementing the game by using the Reworld creation tool and publish it on the Reworld Platform.
- 3rd place in final game-jam.*

**[ PChome Online Inc. ]**

2017 - 2018

### Post Production Editor

- Editing videos from start to finish, responsible for video editing, motion graphic, and visual effects.
- Joining in film shooting and gave support to scene set-up, lighting, props and subject posing.

**[ FashionGuide ]**

2015 - 2017

### Post Production Editor

- Video editing and communicating with clients.
- Supporting in film shooting.