# ZINAN LIU

Texture/Lookdev Artist

**PORTFOLIO**
alexliuzinan.com

**PHONE NO.**
+1 (604) 363 - 3922

**EMAIL**
supa_alex_liu@hotmail.com

# EXPERIENCE

### LOOKDEV ARTIST
### OCT 2018 - PRESENT

Industrial Light & Magic. Vancouver, Canada
Responsible for creating final looks and materials for CG characters and props according to artistic directions from supervisors.

### LOOKDEV ARTIST
### OCT 2017 - JUNE 2018

Method Studios. Vancouver, Canada
Responsible for creating procedural textures and materials according to artistic direction from supervisors. Creating final looks and materials for CG characters, environments and props.

### 3D MODEL/TEXTURE ARTIST
### SEPT 2016 - SEPT 2017

Atomic Cartoons Inc. Vancouver, Canada
Responsible for creating subdivision models, unwrapping UVs,
texturing, lookdeving and creating procedural materials according to visual target.

### 3D MODELLER
### JUNE 2016

247 Technology, China
Game assets modeling and texturing for upcoming indie game - Reinitialized

### GRAPHIC DESIGNER
### 2011 - 2012

Tianjin Yudeshiji Packaging Limited
Graphic designs for Sensodyne toothpaste gift cups in China, instructional graphics for various gift products.

# AWARDS

### 2ND PLACE - MEET MAT 3D TEXTURING CONTEST
### JUNE 2017

Issued by Allegorithmic

### RECOGNITION FOR ACHIEVEMENT IN ANIMATION
### MAY 2016

Issued by Emily Carr University of Art and Design

### 3RD PLACE - HUMSTER3D 3D WEAPON RENDER COMPETITION
### JUNE 2014

Issued by humster3d.com

# EDUCATION

### BACHELOR OF MEDIA ART
### 2012 - 2016

Emily Carr University of Art and Design
Animation Major

### INTERNATIONAL BACCALAUREATE DIPLOMA
### 2009 - 2012

Tianjin Experimental High School

# SKILLS

- Fluency in Mandarin and English
- Quick learner, especially technical skills
- Critical thinking and open-mindedness
- Communication and teamwork
- Individual problem solving
- Pay attention to details

# SOFTWARE KNOWLEDGE

- Maya
- Zbrush
- Mari
- Substance Painter
- Substance Designer
- Vray
- Redshift
- Photoshop
- After Effects
- Premiere