

XUEQING HU

New York, NY | 347-544-0682 | xueqinghu2023@gmail.com | 3D Generalist | Web: xueqinghu.com

EDUCATION

New York University (GPA: 3.86/4)

New York, NY | 2022-2024

- *Master of Science: Game for Learning*

School of Visual Arts (GPA: 3.69/4)

New York, NY | 2016-2020

- *Bachelor of Fine Art Degree with **Honor**: Computer Animation and Visual Effects*
- **Award**: SVA 2020 Student Choice Award, Rookie Awards 2020 Excellence Award

WORK EXPERIENCE

Unity China

| 2023.7-2023.9

[3D Art Intern]

- **Environment Set Dressing**: Design technological and modern main venues for conferences and concert venues according to the requirements of the metaverse theme, including scene decorations and props modeling
- **Model Optimization**: Organize and optimize model assets, complete model topology, UV mapping, and material texture baking
- **Hard Surface Vehicle Modeling**: Create models, UV mapping, and texture baking for various transportation vehicles

Jiamian Tech

| 2023.6-2023.7

[3D Modeler Intern]

- **Style Planning**: Develop multiple style design concepts for mobile game scenes based on requirements.
- **Game Scene Modeling**: Create three complete game scenes according to the concepts and use them for small game prototype testing.

502 Creative Studio

| 2020-2021

[3D Generalist]

- Produced commercial artworks, short animation and short videos

None Studio

| 2019 - 2020

[3D Freelance Artist]

- “International Design Education Forum” Project - Executed AR models
- “Grey Matter Shanghai: David Goss & Einat Leader” Project - Produced derivative 3D images
- “IOS APP BOGOO” Project - Assisted to create commercial pictures

YHKT Entertainment

| 2018

[3D Modeller Intern]

- “linglong: incarnation” Animation Series - Assisted to produce 3D props and environment models and textures
- **Environment and Prop Modeling**: Create multiple Sci-Fi scenes and prop models with texture mapping based on the original artwork, including technology corridors, control rooms, and vehicles, among others.

PROJECTS

Polarise Initiative: “ International Art for Polar Online Exhibition ”

| 2021.9

- Education purpose volunteer work organizer, Senior member of the company, China outreach delegate, Art leader, Web Designer
- Exhibition website: <https://www.ecoyoung.org/>

Thesis Animation Film: “You Shell Be Happy”

| 2020.5

- Team Work, Storyboarding, Modeling, Texturing, Rigging, Set Dressing, Animation, Concept Art, Lighting, Realtime-rendering(Unity)
- Available to watch: https://www.youtube.com/watch?v=xz_2z07e2_0

SKILLS & SOFTWARES

- **Software**: Maya, Unity, Blender, Zbrush, Substance Painter, Arnold Render, Marvelous Designer, Nuke, Adobe PS, AE, PR, Procreate, Shotgun, PPT, EXCEL, MindMaster, WIX, Zoom
- **Languages**: Chinese, English