

# Yilin Zhu

## 3D Modeler

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### SUMMARY

A 3D modeler who enjoys using the anime drawing techniques he is familiar with and model the character concepts he has envisioned. He is accustomed to incorporating Chinese artistic styles into his works and creating a fusion of modern art and ancient Chinese aesthetics. He also possesses a spirit of teamwork, is dedicated to aligning with team strategies, and is willing to make effective contributions to the collective.

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### PROFESSIONAL EXPERIENCE

**Studio X- Academy of Art University** **2022**

*3D Modeler- Project: Masked*

- Participated in the 3D modeling of the main character Sara, an anthropomorphic cat character modeling based on the original artwork.
- Rigged the bodies of two anthropomorphic cat main characters with skeletons to facilitate use by animators.

**Studio X - Academy of Art University** **2022**

*3D Modeler- Project: Maelstorm*

- Participated in modeling detailed aspects of the spacesuit and conducted model checks.
- Participated in the UV checking and model checking of a spaceship's interior space.

### CONTACT

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### EDUCATION

**Academy of Art University,**  
2019-2024

*BFA ANIMATION & VISUAL  
EFFECTS, 3D MODELING  
EMPHASIS*

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### SKILLS

#### 3D Modeling

Original concept art design for characters

Integrating original artwork with 3D modeling

3D character modeling/ Rigging  
Physical sculpture

#### Interpersonal

Management

Communication

Event Planing

Cooperation and Collaboration

#### Tools

Autodesk Maya

Zbrush

Adobe Photoshop

Adobe After Effect

Adobe Premiere Pro

Substance 3D Painter

Mudbox

Procreate