





KEVIN GUAN

CG GENERALIST

PROFILE

Dedicated 3D artist with expertise in character modeling, texturing, rigging, lighting, and animation. Currently pursuing a degree in Entertainment Design with a focus on Animation at ArtCenter College of Design. Skilled in creating detailed models and assets using Maya, ZBrush, and Marvelous Designer. Eager to contribute artistic talent and technical skills to professional animation projects.

CONTACT

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TOOLS

3D Software: Maya, Zbrush, Zbrush ipad, Unreal Engine, Marvelous Designer, Blender, nomad sculpt

Adobe Suite: Photoshop, Illustrator, Substance Painter, Premiere Pro

2D Animation: Toom Boom Harmony, Storyboard Pro, Procreate, Procreate Dream

SKILLS

Character Modeling, Hard Surface Modeling, Retopology, UV Layout, Texturing, Lighting, XGen, Rigging, Animations (2D & 3D)

Quick to adapt to new software and tools, ensuring efficient integration into existing workflows and project needs.

Skilled in troubleshooting technical issues, implementing solutions that enhance productivity and maintain project momentum

Language: English, Mandarin, Cantonese

EDUCATION

Bachelor of Science

ArtCenter College of Design - Pasadena, CA

2022-12/2015

Major: Entertainment Design - Animation

- Provost's List
- 3D Modeling Teacher Assistant
- Scholarship Recipient
- Project Recognition in Student Gallery

NOTABLE PROJECTS

Alpine (Completed)

Solo Project:

- Developing a 30-second CG short film independently, managing the entire 3D pipeline from concept to final render.

TALLWALL (Completed)

Contribution:

- Collaborated closely with the project director to align creative visions and project objectives.
- Created 3d characters, props, and environments based on concept designs using Zbrush and Maya, ensuring accurate representation.
- Optimized models with clean, quad-based topology in Maya, enhancing rigging flexibility and animation efficiency for seamless performance..

Project Achievement:

- Received Best Animation nomination at Apex Film Festivals, Excellence Award, and Draft Selection at The Rookies.
- Featured in Unreal Engine's official Student Showcase; Finalist for New York Animation Film Award and Los Angeles Student Film Awards.

DOKKAEBI (Completed)

- Coordinated with cross-functional teams, grasping project objectives to deliver impactful designs that exceeded expectations.
- Create clean, quad-based topology in Maya, optimizing models for efficient rigging, seamless deformation, and fluid animation.
- Provide technical support throughout the project, troubleshooting issues and implementing solutions to maintain consistent workflow and production flow.

WORK EXPERIENCE

Graphic Design Assistant

MWLighting

06/2021-12/2021

City of Industry, CA

- Designed 3D trade show displays using Blender, creating visually compelling layouts, and developed packaging prototypes to ensure functional designs.
- Developed e-commerce visuals using Adobe software, enhancing brand consistency across digital platforms and improving user engagement.
- Revamped the product catalog with a new cover design and reorganized content structure using Photoshop, Illustrator, and InDesign to boost clarity and appeal.

Interior Design Assistant

BigBear Design

05/2018-10/2018

Hacienda Heights, CA

- Assisted with 3D interior concept development and material selection, ensuring designs aligned with project requirements and aesthetic goals.
- Refined floor plans and elevations to meet review and presentation standards, enhancing visual clarity and design accuracy.
- Supported the creation of interior designs that balanced functionality, style, and budget constraints to meet client expectations.