



# Hukai Jin

## 3D Animator

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### EDUCATION

#### Bachelor of Fine Arts: Animation

Savannah College of Art and Design (SCAD)

Savannah, Georgia

Sep 2019 - June 2024

#### Relevant Courses

Performance Essentials, Core Principles of Technical Animation, Expressive Character Acting, Performance Through Dialogue Believability and Nuance, Survey of Virtual Production

### SOFTWARE

Autodesk Maya, Unreal Engine, Blender, Substance 3D Painter, Toon Boom Harmony, Photoshop, Illustrator, Clip Studio Pro, Procreate, After Effects, Premiere Pro, Microsoft Office

### LANGUAGES

Mandarin (native)

English (intermediate)

### PROJECT EXPERIENCE

**3D generalist animator - *Gone*** - a Painterly capstone film finding closure after the loss of a loved one | Sep 2023 - June 2024

- Responsible for Painterly style texturing, lighting, rendering, and modeling props in Blender and Maya
- 3D play blasting for layout and reference
- Responsible for 2D rough animation in Toon boom Harmony
- Shaping and remarking on character bible sheet by using Clip Studio Paint

**3D layout and animator - *Arrival*** - collaborative short using Unreal Engine 5 refer to film *Arrival (2016)* | Jan 2024 - Mar 2024

- Responsible for half of the Storyboard layouts
- Responsible for creating environments and animation

**3D animator/Storyboard artist - *Midnight Bowlers*** - a Horror 80's 3D short produced in a junior group | April 2023 - June 2023 project

- Responsible for half of the Storyboards
- First rendering test narrow the style and 3D animating for the film by Maya

**2D generalist artist - *Goodbye Horses*** - a Nascar racer story 2D personal short | Sep 2021 - Dec 2021

- Scripting, Character Designing, Storyboarding, background layout in Photoshop
- Animating and compositing in Toon boom Harmony and After Effects

### ACCOMPLISHMENTS

SCAD Dean's List Honors

SCAD Academic Honors Scholarships

Savannah College of Art and Design

| Sep 2019 - June 2024

