

Haiying, Xu

Graduate Student/3D Modeler/Animator

✉ hyanim.com

Location: New York

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Current graduate student at Pratt Institute with a passion for animation. Familiar with 2D and 3D animation production. Proficient in using industry-standard software such as Blender, Maya, and Zbrush. Hands-on skills of modeling, rigging, texturing, lighting, and rendering. Experienced in producing an animated short film and able to execute key tasks throughout the full production process. A strong team player and effective communicator with a track record working with 6 student film production teams from different backgrounds.

EDUCATION

▪ **M.F.A. in 3D Animation and Motion**

Pratt Institute, New York, Aug 2022-Expect May 2024

Relevant Coursework: 3D Modeling, 3D Animation, 3D Lighting and Rendering, 3D Postproduction, Video Editing

▪ **B.F.A. in Digital Arts Animation**

Savannah College of Art and Design, Atlanta, Sep 2017-May 2022

Relevant Coursework: 2D Animation, Storyboarding, 3D Modeling, 3D Animation, 3D Lighting and Rendering, 3D Postproduction, Video Editing

Awards & Honors: Dean's List for 3 semesters, Scholarship awarded for academic excellence from 2017 to 2022

FILM PRODUCTION EXPERIENCE

▪ **Graduate Thesis Film, Pratt Institute, Sep 2022~Present**

- Concepted, created, composed, and animated everything from start to finish to produce an animated short film up to 3 minutes.
- Combined 2D and 3D animation techniques.
- Hands-on skills to execute the key tasks throughout the full animation process including storyboarding, character and environment designs, modeling, lighting, rigging, animation, visual effects, and compositing.

ANIMATION ASSETS PRODUCTION EXPERIENCE

▪ **Student Film Modeler, Savannah College of Art and Design, Mar 2021~May 2022**

- Worked as modeler to collaborate with 6 student directors for their graduation projects.
- Built, sculpted, and added details to 3D characters, props, vehicles, and sets.
- Worked closely with Director, Producer, Animator, Modeler, Composer.
- Animation films list: Brave the Skies, Star-Crossed Makers, A Transient Disillusionment, Home for the Holidays, Androptic, Bug Burger

TECHNICAL SKILLS

Animation Software

- **3D Animation:** Blender, Maya, Houdini
- **Adobe Suite:** Photoshop, Illustrator, After Effects, Premiere, Substance 3D Painter
- **Digital Sculpting:** Zbrush, Rhino
- **Digital Compositing:** Nuke
- **2D Animation:** Toon Boom Harmony

Animation Production

- Strong understanding of animation principles
- Familiar with animation production process

SOFT SKILLS

- Strong attention to details
- Effective communication skills
- Strong ownership & leadership

LANGUAGES

- **Chinese/Mandarin:** Native
- **English:** Fluent