

SHUQIN HUANG

Associate Creative Technologist
producer

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Location: New York, NY 10014

EDUCATION

Master | Entertainment Technology

Carnegie Mellon University | Pittsburgh 2023-2025

Bachelor | 3D Animation

Communication University of China | Beijing 2019 – 2023

PROFESSIONAL EXPERIENCE

Publicis Production

| Associate Creative Technologist (full time) Dec 2025-present

| Associate Creative Technologist (freelancer) Sep 2025-Dec 2025

| Agile Intern June 2025-Sep 2025

-Design, develop, and iterate AI-driven animation deliverables for client projects based on creative and technical requirements

-Design and document AI animation workflows and share implementation guidance with team members

- Identify and document complex or high-difficulty animation shots to build internal test cases for evaluating new AI tools

- Troubleshoot complex AI animation workflow issues and provide technical problem-solving support to internal AI teams

- Research and evaluate emerging generative AI platforms and node-based workflow frameworks, designing custom workflows as needed

- Develop internal educational documentation and reference materials related to AI animation workflows and best practices

Summer Night Studios

| 3D generalist (part time) May 2024-August 2024

- Created character models using Zbrush and Maya
- Rigged and animated characters in Blender
- Made character cloth with Marvelous Designer
- Created PBR material Substance painter& photoshop

AI Tools

Runway

Veo

Flux

Kling

Luma

Sora

Firefly

Hailuo

Hunyuan

Wan

seedream

seedance

comfy

weavy

flora

Midjourney

Nano Banana

higgsfield

Krea

moonvalley

Reve

Mago

Qwen

Topaz

ACADEMIC EXPERIENCE

XR Game/Physical Presence Pet

| Associate Producer(full time) Jan 2025 – May 2025

- Set up Jira and ensure it is updated, as well as record the plan on the white board
- Schedule tasks for the team
- Provide planning support during rushed periods
- Offer advice during 1/2 sessions, playtests, etc.

XR Game/TrailblazAR

| Producer(full time) Jan 2024- May 2024

- Communicated with clients to understand project needs and goals.
- Created project plans and documents for clarity and organization.
- Scheduled and led all project meetings for effective coordination.
- Supported a team of 2 programmers, 1 technical artist, and 2 artists to work efficiently.

VR Game / Candie

| Real-time CG supervisor Gameplay programmer (full time) Jan 2023- June 2023
(part time) Sep 2022- Dec 2022

- Improved workflows and resolved technical challenges to optimize the real-time pipeline.
- Collaborated with the team to ensure smooth asset integration and performance.
- Led the creation and integration of real-time assets in Unreal Engine.
- Built VR interactive features for an immersive user experience.
- Designed, rigged, and animated 3D characters for the project.

SKILLS

Production

Jira

Animation

Maya

Substance Painter

Mari

Zbrush

Nuke

Blender

Adobe premiere

Adobe Photoshop

Marvelous Designer

Game Development

Unreal Engine

Unity

Programming

Python