

# SHUQIN HUANG

3D generalist  
producer

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Location: Pittsburgh ((GMT-5) ) PA15203

## EDUCATION

**Master | Entertainment Technology**

Carnegie Mellon University | Pittsburgh 2023-2025

**Bachelor | 3D Animation**

Communication University of China | Beijing 2019 – 2023

## SKILLS

### Animation

Maya  
Substance Painter  
Mari  
Zbrush  
Nuke  
Blender  
Adobe premiere  
Adobe Photoshop  
Marvelous Designer

### Game Development

Unreal Engine  
Unity

### Programming

Python

## AWARD

### Excellent Game (The Second Award)

G-Bits 72-hour Game Jam 2022

### 2021 The First Prize

#### Academic Scholarship

Communication University of China

### 2022 The Second Prize

#### Academic Scholarship

Communication University of China

## ACADEMIC EXPERIENCE

### [AI animation/Reclaiming light](#)

Ai content creator

- Explored various generative tools including OpenArt, Magnific AI, ChatGPT, and Midjourney to create concept art and still frames; finalized on Midjourney for all visual consistency.
- Tested animation tools such as Hailuo, Runway ML, KlingAI, Luma, and Pika; selected Pika for full production based on stylistic coherence and motion quality.
- Led visual experimentation and pipeline decisions across still image generation and AI-assisted animation.

### [XR Game/Physical Presence Pet](#)

Rigging artist, animator

- Rigged a stylized seal-like cat character using Blender pipeline
- Created 20+ character animation assets with Blender

### [XR Game/TrailblazAR](#)

Character Artist, Rigging artist, Animator

- Created the stylized dragon character model with Maya
- Rig dragon character using Blender pipeline
- Crafted 8 dragon character animation clips
- Set up the state machine and animation controller in Unity

### [XR Game/Elves Run](#)

Character Artist, Rigging TA, Animator

- Modeled stylized character with Maya and Zbrush
- Rig and animated stylized character using Blender

### [VR Game / Candie](#)

Real-time CG supervisor, Gameplay Programmer, Animator

- Led the creation and integration of real-time assets in Unreal Engine.
- Improved workflows and optimized the real-time pipeline.
- Develop VR interactive feature using Advanced Pipeline framework in Unreal Engine
- Designed, rigged, and animated 3D characters with Blender

## PROFESSIONAL EXPERIENCE

### Summer Night Studios | 3D generalist

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