

SHUQIN HUANG

3D generalist
producer

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Location: Pittsburgh ((GMT-5)) PA15222

EDUCATION

Master | Entertainment Technology

Carnegie Mellon University | Pittsburgh 2023-2025

Bachelor | 3D Animation

Communication University of China | Beijing 2019 - 2023

GPA: 3.69/4 Average Mark: 89/100 Ranking: 2/28

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

PROFESSIONAL EXPERIENCE

Summer Night Studios

| 3D generalist

May 2024-Sep 2024

working with programmers and artists to make game.
Sculpted the model in Zbrush, Topologized model in Maya
Rigged and animated characters in Blender
Marvelous Designer to make cloth
Created PBR material Substance painter & photoshop for texture

Wan Mu Liang Tian Organic Agriculture Technology

| product design intern

November 2021 - May 2022

Work with financial manager, teachers and staff to deliver the product.
Designed children's pop-up books as the course material.
Designed children agriculture game-based education syllabus including 12 courses.
Use adobe premiere to create 12 production videos and promotional videos for pop-up books.

ACADEMIC EXPERIENCE

VR Game/TrailblazAR

Producer, Character Artist, Rigging artist, Animator

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.
Used ZBrush, Maya, and Blender to design a dragon character and its animations.

VR Game/Elves Run

Character Artist, Rigging TA, Animator

Sculpted the model in Zbrush
Topologized model in Maya
Rigged and animated characters in Blender
Created material in Substance painter & photoshop for texture

VR Game / Candie

3D generalist

Use existing Unreal framework to make interactive function
Create character sculpture, topology and animation
importing animation into Unreal Engine and combine it with interactive function

3D Environment/A Castle from the Past

Environment artist

Used Blender for modeling
Used Substance Painter to create PBR texture