

Ping Xie

3 D Artist
www.px3d.com

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AREA OF INTEREST: 3D Modeler

TECHNICAL SKILLS: **3D Software:** Maya, ZBrush, Photoshop, 3D Studio Max, After Effects
Fine Art: Clay, Charcoal
Office: MS Office, PC/Mac proficient

WORK EXPERIENCE: **3D Artist**

Lucasfilm Animation, Nicasio, California
March 2006 - Current

Project: "Feature Development"

- Model and texture creatures, props and environments using Zbrush and proprietary software
- Assist in conceptual and story development of the feature project

3D Modeler

Industrial Light and Magic, San Francisco, California

November 2005 - March 2006

Project: "Eragon"

- Created several digital doubles based on photo references
- Modeled special costumes for characters

Project: "Transformer"

- Created previsualization model based on concept render
- Worked with art director and animator to create a previz presentation

Project: "Project 880 (Avatar)"

- Modeled a dozen creatures based on drawings from Light Storm studio
- Sculpted and detailed selected creatures with Zbrush

3D Modeler

Independant Animation (freelance)

November 2005

Project "Capes"

- Modeled stylized characters based on concept sketches

3D Artist

Maya™ 6: The Complete Reference

2004

Project "Domes Scene"

- Created hard surface nurbs model for the book cover and chapter inserts
- Textured, lit, and rendered the scene

EDUCATION:

B.F.A. - 3D Modeling

Academy of Art University, San Francisco, California

2001-2005

Certificate - A+ Computer PREP

Certificate - Microsoft office Tools - Power Point 97 Advance features

Baldy View Regional Occupational Training, Upland, CA

2000