

John

Name: Huang Zhen

Sex: male

Birth: 1986.1.2

Emal:qeejihz@gmail.com

Years of Experience: 5+

Nationality:Chinese

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Personal website:<http://www.ani-Q.com/>

Education:

Undergraduate: NingBo University (2002.9-2006.6) **Major:** Art and design

Degree: Bachelor of art

Employers:

2009.4-now Sparky animation singapore
senior CG artist

Website: <http://www.sparkyanim.com/>

2008.9-2009.2 ShanghaiPOP ShangHai
Technical Director

Website: <http://www.shanghaipop.tv/>

2007.2-2008.9 Daysview BeiJing
Modeler\Rigger\FX artist\compositor

Website: <http://www.daysview.com/>

Ability:

Software skills:

maya /shake /Nuke/realflow/photoshop

mel script and python

*facial rig is my best skill

Details:

>Middle level character modeling skill ,maya/mudbox

>Thorough knowledge of setting up deformation and skelenton net work base on node in maya

>Deep experience in sculpting blendshape target,maya

>Knowledge in mental ray & shader net work building & lighting in maya

>Well knowledge of simulation ,such as particle/nParticle/nCloth/fluid/hair ,realflow/maya

>Deep experience in fur & hair creating and rendering ,including maya fur/hair & shave and hair cut,maya

>Thorough knowledge of mel script and well python script for maya

>Well understanding of animation pipline and management base on maya work flow

>Basic python development for Nuke

Language Skills:

English Average

Demo linking:

personal website(*welcome*):

<http://www.ani-Q.com/>

web page of rigging show reel:

<http://www.ani-q.com/rigging--deformation.html>

script works(mel ,python):

<http://www.ani-q.com/development-mel--python.html>

reel vedio downloading link:

https://hotfile.com/dl/161712360/5cb39ca/JohnHuang_rigging_showreel.rar.html

Hobbies:

Reading, Watching Movies, basketball and travelling