





JINGXING LIU

ANIMATOR · GENERALIST

CONTACT

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 jingxing_liu@hotmail.com

 <https://www.jingxingliuart.com/>

SKILLS

Software

Maya
Zbrush
Houdini
Nuke
Substance Painter
Adobe Photoshop
Adobe Premiere
Toom boom Harmony
Arnold (render engine)
Redshift (render engine)
Mantra (render engine)

Technique

3D Character Animation
3D modeling
Texture and Lighting
FX

Language

Chinese (Native)
English

EDUCATION

M.A. in Visual Effect 01/2025 – Present
Savannah College of Art and Design (SCAD)
Savannah, GA

M.F.A. in Animation 09/2021 – Present
Savannah College of Art and Design (SCAD)
Savannah, GA

B.S. in Biochemistry and Cell Biology 09/2013 - 07/2017
University of California San Diego (UCSD)
La Jolla, CA

EXPERIENCE

FX Artist / Animator – *The Heels* 01/2025 – 03/2025
SCAD X Harbor Picture Company Savannah, GA
- Responsible confetti falling effect
- Participate in preview produce
- Responsible for character walking animation

FX Artist / Animator – *Pickle Popcorn* 09/2024 – 11/2024
SCAD X The MILL Savannah, GA
- Drawing storyboard
- Design Pyro steam FX
- Responsible for slicing animation

Animation Teaching Assistance 03/2024 – 06/2024
SCAD Savannah, GA
- Responsible for in class question explanation
- Explaining the creation of transparent materials in Maya
Arnold

Modeler – *Chinese Horror Game* 09/2023 – 02/2024
Dual-X Studio Online
- Responsible for characters and monster models
- Revise topology and UV.
- Modeling props for the character's room

2D Animator – *What Makes A Bad Neighbor* 04/2022 - 06/2022
SCAD Savannah, GA
- Create look development for some props.
- Storyboard and Keyframe production
- Creating a portion of intermediate frames

Biology Lab Assistant 10/2017 - 03/2019
Cenna Biosciences Inc. La Jolla, CA
- Cell culture and treatment under protocols
- ELISA and Western blot test following instructions
- Experiment result analysis and data calculations
- Organize and create graphs, charts for experiment results.
Refine experiments process diagram