

Qinglan Li

CG Generalist

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🌐 www.artbyqinglan.com

📍 New York, NY

☎ 862-423-6691

Experience

○ Jul - Present, 2024
Champaign, IL

3D Artist | The Studio at UIUC

- Created 3D assets and environment in the style of Art Nouveau for the VR game *Master Dancer* using Maya and Substance Painter

○ Jun - Present, 2024
New York, NY

CG Artist | 'Fireworks' directed by Anya Butler

- Created 3D assets for CG environments in a multi-media animated short using Maya and Substance Painter

○ Jan - May, 2023
Shanghai, China

Director, CG Artist, Animator | Animated short

- Created an animated short for Shanghai Lacquer Art Museum using Cinema4D
- Responsible for pipeline tests, character design, modeling, texturing, animation, lighting, compositing

○ Jun - Aug, 2022
Suzhou, China

Production Assistant | Suzhou Broadcasting System

- Created 11 animated short videos using After Effects
- Coordinated festival live stream events including photo shoots, rehearsals, and arranging materials as needed

Skills

Software

Adobe Suite
Maya
Zbrush
Cinema 4D
Blender
3ds max
Substance Painter
Redshift
Octane
Nuke
Procreate
Clip Studio Paint
Unity

Programming

Python
Processing

Languages

English
Mandarin

Education

Sep 2023 - Present
New York, NY

School of Visual Arts
MFA Computer Arts

Sep 2019 - June 2023
Shanghai, China

East China University of Science & Technology
BFA Digital Media Arts

Awards

June, 2024

New York International Film Awards, Honorable Mention

Jan, 2024

MFA Computer Arts Awards for academic and creative excellence

