

## Software and Technical Skills

- Maya
- Substance Painter
- Unity
- C#
- Photoshop
- Illustrator
- Premiere Pro
- After Effects
- Arnold Renderer
- Python
- HTML/CSS
- InDesign

## Education

Simon Fraser University 2015 - 2020  
Bachelor of Arts:  
Interactive Arts & Technology  
*Specialized in Media Arts*

## Experience

### Production Manager & Book Designer: PixelPAD Inc.

06/2021 - Present

**Context** Designed, styled, and formatted the elements of textbooks that have been officially published. The book is used to teach children K-12 coding and is used in multiple public schools and tutoring centers.

**Role**

- Designed the graphics for the front and back cover, chapter banners, and icons
- Incorporated the content from Word documents into a stylized format in InDesign
- Formatted the flow of the content that helps with reading efficiency, comprehension and engagement catered towards children

**Tools** Python, Illustrator, InDesign, Photoshop

### Teaching Assistant: 3D Computer Graphics & Animation at SFU

01/2020 - 08/2020

**Context** Taught beginner's level Maya at University level, consisting of 120+ undergraduates in total, both in person and through remote teaching online.

**Role**

- Created customized tutorials both live and through video for each session
- Provided feedback for assignments and guided students to create a final 3D short animation

**Tools** Maya, Premiere, Illustrator, Substance Painter

## Co-op Experience

### 3D Generalist: Virtro Entertainment Inc.

04/2019 - 09/2019

**Context** Worked on an educational story-driven virtual reality experience that allows players to learn and practice English through real-time conversations with 3D AI characters on the Oculus Go.

**Role**

- Modified and optimized 3D models for the Oculus Go
- Created custom 3D models, rigs, blendshapes, skins, UV maps, and 2D textures
- Animated characters and objects with seamless looping
- Designed and integrated the user interface in Unity
- Integrated and optimized lip sync tool (SALSA) for realistic lip syncing

**Tools** Unity, Maya, Substance Painter, Photoshop, Illustrator, Android Debug Bridge (ADB)