Gilbert Liu

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www.gilbert-liu.com

Education

University Of Southern California, School of Cinematic Arts　Los Angeles, CA
BFA Game Art　August 2024-May 2027

Chapman University, Dodge College of Film and Media Arts　Orange,CA
BFA Animation and Visual Effects, 3D Animation Emphasis　August 2022-May 2024

Sage Hill High School　Newport,CA
3D Prosthetics　August 2019-May 2022

Experience

USC AGP　Los Angeles, CA
3D Generalist　September 2024–Present

- Designed 3D Models for Advanced Game Project "Smoke Break!" in the Unity Engine
- Responsible for set dressing on game levels
- Developed expertise in game development and production pipelines.

Chapman Senior Thesis　Orange, CA
3D Animator　September 2023–December 2023

- Animated scenes for senior thesis "Rusted Roots，" a live action short film with 3D CGI
- Responsible for ensuring animation integrated seamlessly into film, and also smooth transition to texture artists and lighting team
- Developed experience working on live action sets and merging 3D with film

Sage Prosthetics　Orange, CA
Prosthetics Designer　September 2021–May 2022

- Designed and customized 3D Prosthetic hands for those in need
- Responsible for setting up meetings with clients, understanding their needs and conditions, making sure the 3D model and printed hand matches dimensions, and ensuring satisfaction of the delivered prosthetic
- Experience working in CAD and 3D Printing software
- Developed leadership and communication skills working with clients and leading my group ensuring delivery on time

Project Activity

Boss Fight   Orange, CA
Personal Project   September 2023–December 2023
https://gilbert-liu.com/boss-fight

- Created a dynamic final boss fight scene in Unreal Engine, utilizing assets modeled in Maya and ZBrush
- Developed skills integrating models and textures from Maya and ZBrush to Unreal Engine

Fighting Arena   Orange, CA
Personal Project   May 2023–August 2023
https://gilbert-liu.com/fighting-game

- Designed and Sculpted scene in Unreal Engine and set dressed the scene with existing prefab models
- Developed skills integrating existing models into Unreal Engine, adjusting dimensions and details for my needs and developed a sense of environmental design

Nergigante   Orange, CA
Personal Project   December 2022–February 2023
https://gilbert-liu.com/nergigante

- Sculpted Nergigante in ZBrush software, textured using paint tools in ZBrush
- Developed sense of anatomy, sculpting skills and texturing skills that can be transferable to any 3D software

Skills & Interests

Technical:

Advanced: ZBrush, 3DS Max (Autodesk Certified), Autodesk Maya, Photoshop，Unreal Engine

Intermediate: Unity, Google Sheets/Excel, Premiere Pro, Illustrator, After Effects, Java, Python

Language: Fluent in English and Chinese

Interests: Tabletop Games, Cooking, Traveling, Spreadsheets