

# SHIEN GAI

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San Francisco, CA, US

## OBJECTIVE

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A 3D animator, have worked on TV animations. Can meet the production speed and quality of TV animations. Learned the animation production process in college and can use Maya to produce characters, creatures, machines and lip sync animations.

## EDUCATION

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Academy of Art University Sep, 2019-Dec, 2024  
■ Degree: Bachelor of Art San Francisco, CA  
■ Major: Animation & Visual Effects

## SKILLS

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- Software: Autodesk Maya, Motion Builder, 3DsMax, UE5, Substance Painter, Adobe Photoshop, Adobe After Effects, and Adobe Premiere.
- Professional Skills: 3D Character Animation, Game Animation, lip sync, Process and cleanup mocap data, Modeling, Texture, Lighting, Scene Assembly.
- Fluent in Chinese and English

## INTERNSHIP

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**Magic Island Productions** Animation Intern July, 2024-Aug, 2024  
■ Responsible for producing character animation for the TV animation *Mr.pa* based on the provided Storyboard

**STEALTH** Animation Intern Jun, 2023-Sep, 2023  
■ Responsible for design and build a 3d scene for a 3D animation project called *Punk Monk and the Young Monastics*  
■ Researched based on task requirements, pitched and iterated ideas with the directors. Conducted a monastery design using Maya, Gaya, 3DMax, and Unreal Engine 5.

## PROJECTS

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**3D Animation (Mr.pa)** July, 2024-Aug, 2024  
■ Use Maya to create animations based on the provided Storyboard  
■ Create corresponding Lip Syncs based on the provided lines and sounds.

**3D Animation Studio X (Hide Behind, Maelstrom)** Sep, 2022-Dec, 2022  
■ Collaborate with team members on animating the creature using Maya.  
■ Created 3d model for the rocket seatbelt for a sci-fi scene in Maya.

**3D Modeling, Material and Lighting (Punk Monk and the Young Monastics)** Jun, 2023-Sep, 2023  
■ Design and model the buildings in the scene in Maya  
■ After discussing with the supervisor, create simple materials for the models in the scene based on the Arnold renderer and add lights to the scene