

# ZIXIN YANG

3D GENERALIST | ANIMATOR

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## WORK EXPERIENCE

### Mokuni — 3D Generalist

Mokuni, LLC, New York | 09/2025 – 12/2025

- Developed 3D assets for mobile games, improving visual quality and production efficiency.
- Assisted with texturing and lighting setups to enhance in-engine presentation.
- Resolved technical issues related to assets, shaders, and lighting in Unreal Engine.
- Explored AI-assisted workflows to support asset creation and iteration processes.

### Aquest — 3D Generalist

Aquest, LLC, New York | 06/2025 – 09/2025

- Animated character actions including shooting and locomotion systems.
- Independently built a Maya-to-Unreal animation pipeline through testing and troubleshooting.
- Adapted and optimized character rigs for compatibility between Maya and Unreal Engine.
- Modeled and textured modular assets for in-game environments

### Freelance 3D Generalist

New York, NY | 01/2026 – Present

- Created character animation, lighting, and lookdev for short-form and cinematic projects.
- Delivered full 3D workflows from modeling to final render.
- Developed stylized and narrative-driven visual content.

### Light Chaser Animation Studio — 3D Animator

Beijing, China | 05/2022 – 05/2023 .

- Produced character animation shots focusing on timing, weight, and expressive performance.
- Collaborated with directors and team members to refine acting and shot continuity.
- Supported animation polish and consistency within a production workflow

## EDUCATION

### MFA – Computer Arts

School of Visual Arts

2023-2025

### BFA Computer animation & film

Ringling College of Art and Design

2018-2022

## SKILLS

**3D:** Modeling, Texturing, Lookdev, Lighting, Animation, Compositing, Grooming

**Game:** Unreal Engine, Maya-to-Unreal Pipeline

**Tools:** Maya, Houdini, Nuke, Substance Painter, ZBrush, Arnold, Redshift

**Other:** Adobe Creative Suite (After Effects, Premiere Pro, Photoshop)

**Languages:** English (Professional), Mandarin (Native)

## ACHIEVEMENTS

### Awards

*Lingering Summer Day (2025)*

- Best of SVA 2025
- SVA Alumni Scholarship Award
- Women in Animation Scholarship
- Selected — London Vision Film Festival
- Selected — Alpine International Film Festival Award winning.

*The Virus (2022)*

- Selected — Rhode Island International Film Festival
- LA Film Awards — Semi Finalist
- LA Independent Women Film Award