

MOQI

SONG

✉ smqanimation@gmail.com

☎ (628) 777-8852

📍 Pasadena, CA 91106

LINKS(WEBSITE)

- www.moqisonganimation.com

SKILLS

- 3D Character Animation
- AE Roto, camera tracking, Mocha, etc.
- Modeling
- Texturing
- Lighting

SOFTWARE PROFICIENCY

- Maya
- Unreal 5
- Premiere
- After Effects
- Photoshop
- MS Office
- Mudbox
- Shotgrid

EDUCATION

Academy Of Art University
San Francisco, CA • 12/2019

Master of Arts : 3D Animation

Communication University Of China
China • 06/2016

Bachelor of Arts

PROFESSIONAL SUMMARY

3D character animation work is Full of fun and vitality with 3 years and Previs Artist for almost 2 year. I have been working as the shot creator and postvis artist on the The Third floor and MPC for almost 2 years, those experiences have honed my skills of visualizing stories using cinematic language in the fast workflow. Also, as an animator I also can do some animation tasks that will suit project processing.

3D CHARACTER ANIMATION EXPERIENCE AND VOLUNTEER

Wang Qj Art Institutes - Animation Instructor Assistant (Volunteer)

San Francisco, CA • 02/2020 - 02/2021

- Was an Animation instructor Assistant to help children learn about animation and Chinese calligraphy.

StudioX - DUEL - Animated Short Film

San Francisco, CA • 06/2019 - 12/2020

- Created an animated layout for several shots for the project.
- Animated 3D characters for several scenes.
- Creating realistic styles of animation and Emoticon and body animation.
- After graduation, I worked as a producer for the animation project team, helping the team with short film Texture and rendering with the follow-up communication with the director.

Academy Of Art University - Fighting - Thesis Film

San Francisco, CA • 01/2019 - 07/2019

- Creating realistic styles of animation. Showing the animation of the fight, and the use of body mechanics.
- Creating the camera animation of the fight.
- Creating accurate and appropriate sound effects

Academy Of Art University - Escape-Thesis Film

San Francisco, CA • 06/2019 - 09/2019

- Creating realistic styles of animation.
- Show the movement of the character when dodging arrows and the animation movement of sliding on the ground.

Academy Of Art University - Horse Running-Thesis Film

San Francisco, CA • 07/2018 - 12/2019

- Creating realistic styles of animation.
- Creating Creature animation, Show the horse running and jumping animation

Academy Of Art University - Argument-Thesis Film

San Francisco, CA • 11/2018 - 01/2019

- Creating basic dialogue shots
- Creating 2 characters who quarrel, and their reactions to the issue of money.
- Creating Lip Sync, Change of Emotion and Funny "Gag"

The Third Floor - DC Film Shazam 2

San Francisco, CA • 03/2021 - 08/2021

- Previs Artist (shot creator)

The Third Floor - Marvel Film Thor: Love and Thunder

San Francisco, CA • 08/2021 - 09/2021

- Postvis Artist (Animator)

MPC (Technicolor) - Paramount Film Transformers: Rise of the Beasts
Los Angeles, CA • 11/2021 - 08/2022

- Postvis Artist (Animator)

MPC (Technicolor) - Universal Pictures Strays
Los Angeles, CA • 05/2022 - 06/2022

- Postvis Artist

MPC (Technicolor) - Sony Pictures Entertainment Inc. Kraven the Hunter
Los Angeles, CA • 06/2021 - 07/2022

- Postvis Artist