

David Xue Liu

(626) 283-3688

Portfolio: www.davidliu3d.com

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Skills and Software

- **Skills:** 3D modeling/sculpting; Hair/fur Grooming; Some texturing/surfacing; Some experience with python scripting
- **Software:** • Autodesk Maya; Yeti; Xgen; Photoshop; Shotgrid; Vray Renderer; Zbrush; Deadline Monitor; Mudbox; Arnold renderer; Substance Painter; Mari; Houdini groom

Experience

October 2017 - PRESENT

Dreamworks TV, Glendale – *Hair/Groom Artist/generalist*

- Work with the Lead and the Art Director on noting and managing overseas assets
- Troubleshooting technical issues within the pipeline and communicated issues
- Collaboration with Art directors and production on developing and documenting new pipeline processes and workflows for use in-house and outsource teams
- Groomed characters and created grass for environments
- Delivered and completed several streaming TV shows such as The Boss Baby, Kung Fu Dragon Knights, Jurassic World: Camp Cretaceous, and other unannounced titles.

April 2015

The Third Floor Inc, Los Angeles – *Asset Builder*

- Modeled and textured assets for previs

November 2006

BarbedWirefx, Los Angeles – *Generalist*

- Texturing characters, props and environments for movies and commercials
- UV Unwrapping 3d models
- Created low-poly and High-end models for environments and characters

Education

July 2002 - June 2006

The Art Institute, Santa Monica – *Bachelor's*

Animation, Interactive Technology, Video and Computer Graphics, Design and Visual effects