

Kate Liu

E-mail: kateliu@ideanest.com

On-line portfolio: <http://www.ideanest.com/happylemon>

Objective

I want to create outstanding 3D art, taking creative risks to achieve memorable and fascinating visuals.

Published titles

2005 **Super Mario Strikers** (GC) Next Level Games Inc.

Skills

Software: Mastery of 3DS Max 8, Photoshop CS2, Maya 7, DarkTree 2.5
Knowledge of Painter IX, ZBrush 2, Premiere 7, XSI 3.5, Modo

Visual arts: painting, sketching, sculpture, photography, printmaking, water-colors, Chinese calligraphy

Filmmaking: set dressing, editing, cinematography

Work experience

2004 - 2006 Next Level Games Inc. Vancouver, BC
Environment Modeler
Created low-poly models and both hand-painted and procedural textures for console games

1999 - 2001 Laboratory for Extended Media, UVic Victoria, BC
Laboratory Technician
Assisted users with digital video editing and various computer issues

Education

2004 January-April Computer Master Institute of Technology Victoria, BC
Advanced Digital Animation Certificate Program
Course covered storyboarding, maquette sculpting, modeling, animation, lighting, texturing, rendering and compositing

2003 University of Victoria Victoria, BC
Pre-Education Program

2002 - 2003 Capilano College North Vancouver, BC
Part-time Film Certificate Program
Courses in film art, set dressing and cinematography

2001 Concordia University Montréal, QC
Master in Film Production (voluntary withdrawal)
Courses in Québec independent film, art ideas & practices, film production

1997 - 2001 University of Victoria Victoria, BC
Bachelor of Fine Arts in Visual Arts with Honours (GPA 6.5/9.0)
Senior project in independent film production
Various courses including studio arts, art history, art theory, art of film

Artistic achievements

Two-time winner of Simply Maya monthly challenge (Newbie category)
Made 10 shorts; one was selected for Victoria Indie Film & Video Festival

Hobbies

Ballroom dancing, video gaming, movie watching, gourmet cooking, Monty Python