

Kate Liu

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Objective

I want to create outstanding digital textures and shaders for feature animated films, enhancing the story-telling and making the cinematic experience visually captivating.

Skills

Visual Arts **Painting**, sketching, illustration, composition, photography

Software **Photoshop CS4** texture painting, photo manipulation
Maya 2011 high- and low-poly modeling, UV mapping
Mari 1.3 high rez projection painting
Modo 401 shading, lighting, rendering
BodyPaint 3D 12 texture projection
3DS Max 9, Painter IX
ZBrush 4, Slim (knowledge)
Windows and Mac OS; Linux (knowledge)

Work experience

2010 **Digital Painter** Pixar Animation Studios, Emeryville, CA
(6 months) Created stylized hand-painted textures and Slim shaders for props and characters in a feature movie.
Performed UV mapping, projection painting, and skin texture painting on characters.

2007 - 2010 **Artist** Double Fine Productions, San Francisco, CA
Created hand-painted and photographic textures for console games. Defined layered shader materials using vertex texture blending. Performed UV mapping and tweaked models to fit textures. Sketched environment and character concepts for experimental game projects.

2006 - 2007 **3D Artist** Three Rings Design Inc., San Francisco, CA
(5 months) Created concepts, low-poly models, hand-painted textures, and background paintings for on-line games.

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

Published titles

2009	Brütal Legend (360, PS3)	Double Fine Productions
2007	Super Mario Strikers Charged (Wii)	Next Level Games Inc.
2005	Super Mario Strikers (GC)	Next Level Games Inc.

Education

2011	CG Workshop Matte Painting (by David Huang) Creature Texture Painting in Mari (by Justin Holt)	On-line Classes
2011	fxphd Introduction to Mari, Advanced Mari, Introduction to Nuke, Advanced Environment Modeling, Maya Rendering and Lighting, Mathematics for Visual Effects and Design.	On-line Classes
2004 (4 months)	Advanced Digital Animation Certificate Program Computer Master Institute of Technology, Victoria, BC Program covered storyboarding, maquette sculpting, modeling, animation, lighting, texturing, rendering and compositing.	
2003	Pre-Education Program	University of Victoria, Victoria, BC
2002 - 2003 (8 months)	Film Certificate Program Courses in film art, set dressing and cinematography.	Capilano College, North Van., BC
2001 (4 months)	Master in Film Production Courses in Québec independent film, art ideas & practices, film production; voluntary withdrawal.	Concordia University, Montréal, QC
1997 - 2001	Bachelor of Fine Arts in Visual Arts with Honors Senior project in independent film production. Courses including traditional art, art history, art theory, art of film. GPA 6.5/9.0	University of Victoria, Victoria, BC

Hobbies

Movie watching, piano playing, ballroom dancing, Monty Python, reading children's stories, collecting dioramas, cooking.