

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 Watercolors, oil painting, sketching, illustration

Software **Maya 2011** high- and low-poly modeling, UV mapping
 Mari 1.4v4 high rez projection painting
 Photoshop CS4 texture painting, photo manipulation
 Modo 401 shading, lighting, rendering
 Headus UV layout
 3DS Max 9, Painter IX, 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 - 2012	fxphd	On-line Classes Introduction to Mari, Advanced Mari, Introduction to Nuke, Advanced Environment Modeling, Maya Rendering and Lighting, Mathematics for Visual Effects and Design.
2011	CG Workshop	On-line Classes Matte Painting (by David Huang) Creature Texture Painting in Mari (by Justin Holt)
2003	Pre-Education Program	University of Victoria, Victoria, BC
2002 - 2003 (8 months)	Film Certificate Program	Capilano College, North Van., BC Courses in film art, set dressing and cinematography.
2001 (4 months)	Master in Film Production	Concordia University, Montréal, QC Courses in Québec independent film, art ideas & practices, film production; voluntary withdrawal.
1997 - 2001	Bachelor of Fine Arts in Visual Arts with Honors	University of Victoria, Victoria, BC Senior project in independent film production. Courses including traditional art, art history, art theory, art of film. GPA 6.5/9.0

Hobbies

Movie watching, piano playing, ballroom dancing, Monty Python, drawing bunnies, archery, cooking.