

# Yuqi (Hazel) Gong

## Character Tech Artist

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## SKILLS

- Advanced: Maya, Unreal Engine, Photoshop, Arnold, Speed Tree, Premiere, Houdini, Zbrush
- Basic: Blender, Nuke, Substance Painter, Marvelous Designer, Unity
- Programming: Python, C, C++, VEX, MAYA API, C#

## EXPERIENCE

### Work

**Sparkling What LLC** New York, NY  
3D Generalist Aug 2024- Present

- Collaborated with Creative Director to create 3D assets, animations.
- Contribute to high quality character **rigging** according to clients' demand.

**Burn Bin Studio** New York, NY  
Rigging TA July 2024 – Present

- According to animator and game directors require to create characters **Rigging**, Scripting tools for production.
- Base on ALS and Lyra system to explore UE animation system and animation blueprint.

**Junwei Technology** Guiyang, China  
3D Generalist Intern Jan 2022- Jun 2022

- Collaborated with design team to create 3D assts and 3D character, **Rigging** character and animated it.
- Learnt and enhanced **python** knowledge.

### Research

**Study on Programming for Animator** Sept 2022

Instructor: Isaac Holze

- Research and Use **Maya python** to write tools (terrain generator...), and study **Maya API** to write node and command.

**FACS Facial Rig** Jun 2024 – Oct 2024

Instructor: Siting Liu

- Research and learn FACS theory to do the **FACS facial rig**; use maya python to **write script**; use faceware to do the face motion capture rig test.

### Project

**3D Animation: Heart Beates** Sept 2023 – Apr 2024

- Project overview: Use 3D production pipeline to create a 3-5 minutes 3D animation Video. The topic is about how a person can still hold on to his childhood dreams even if they are not fulfilled.
- Responsible for: **Rigging** character and props, **Scripting** tools for production, **Grooming**, crowd, character **FX**, sets **Shading**, **Lighting**, **Compositing**, some **modeling** and so on.

**3D Clay Motion: Puddy Muddy** Jan 2023

- Project overview: Try to use the 3D Animation Production Pipeline to create a short clay 3D Animation video.
- Responsible for: **Rigging** character and props, **Scripting** tools for production, and **Compositing** in Nuke

**Large natural scene production based on Unreal Engine** Dec 2020 – Mar 2021

- Project overview: The project is produced by Unreal Engine 4, aim to create a natural scene
- Responsible for: **modeling** most asset including plant models, building and so on, design and build of some scenes, some **texturing** and **shading**, **material blueprints**, some **functional blueprint**.

### Volunteer

**2024 SIGGRAPH Student Volunteer** Jul 2024 – Aug 2024

**2023 SIGGRAPH Student Volunteer** Jul 2023 – Aug 2023

## HONORS

- **First prize** in the National Youth Cup 4th Art and Design Competition Dec 2020
- **First prize** in the 5th Shanghai University Digital Media Works Competition Dec 2019
- **First prize** in the Seventh National Student Digital Media Technology and Creativity Competition Nov 2019

## EDUCATION

**School of Visual Arts** New York, US

**MFA in Computer Arts** Sept 2022 - Jun 2024

- Studied Computer System, 3D Modeling and Animation, Programing for Animators, Use AI tools create art content...

**Shanghai Vancouver Film School** Shanghai, China

**3D Animation and Visual Effects** Aug 2020 - Sept 2021

- Studied Visual Effects, 3D Animation, Rigging, Sculpture, Digital Sculpture & Painting...

**Shanghai University** Shanghai, China

**BE in Digital Media Technology(Film & TV Engineering)** Sept 2017 - July 2021

- Studied Object Oriented Programs, Data Structure, Computer Graphics, Virtual Reality and Digital Entertainment...