

# S T E V E N     Q I     J I N

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## PROJECTS AND EXPERIENCES

### **3D Artist at The Third Floor Inc**

May, 2009 – Present

Film and Motion Pictures: Battleship by Peter Berg  
Film and Motion Pictures: Smurfs by Raja Gosnell  
Film and Motion Pictures: 20,000 Leagues Under the Sea: Captain Nemo by McG  
Command and Conquer 4: Tiberium Twilight Cinematic  
Film and Motion Pictures: Thor by Kenneth Branagh  
- Model and texture environments and props

### **Previz Artist at The Walt Disney Studios**

September 2009 - October 2009

Film and Motion Pictures: 20,000 Leagues Under the Sea: Captain Nemo by McG  
- Freelance work in previsualization (post production) with The Third Floor Inc  
- Model, texture, light and shade as well as clean up any given environments and props to scale

### **Previz Artist at 20th Century Fox**

July, 2009 – August, 2009

Film and Motion Pictures: Medieval by Rob Cohen  
- Freelance work of model, texture, light and shade environments and props

### **Previz Artist at Raleigh Studios**

May, 2009 – June, 2009

Film and Motion Pictures: Thor by Kenneth Branagh  
- Freelance work of model, texture, light and shade characters, environments and props

### **Motion Tracker/Editor at Giant Studios**

February, 2009 – May, 2009

Film and Motion Pictures: 2012 by Roland Emmerich  
Film and Motion Pictures: Avatar by James Cameron  
Film and Motion Pictures: The Adventure of Tintin: Secret of the Unicorn by Steven Spielberg  
- Freelance work along with WETA (Tintin) and work along their pipeline  
- Motion track and fix any scenes taken within the day  
- Edit and animate any miss motion while being respectable to the original capture and reference

### **Modeler & Texture Artist at Digital Roar Studios**

December, 2007 – May, 2009

Action, Adventure and Strategy Game: Ascension: Triumvirate for PC, Mac, Wii, and iPhone  
- Model and texture both low and high Sci-Fi ships  
- Give creative and artistic input on the ship designs and gameplay

### **Prop Artist at The Culver Studios**

October, 2008 – November, 2008

Film and Motion Pictures: Alice In Wonderland by Tim Burton  
- Keep in constant contact with Art Supervisor and Set Decoration Department  
- Model, texture and clean up any given props/environment to scale

### **Environment Artist at Crazybridge Studios**

July, 2008 – August, 2008

3D Motion Graphic: Battle 360 Season 2 for the History and Discovery Channel  
- Freelance work of model, texture, and light props and environments to match historical accuracy

### **Database Modeler at CAE Inc**

September, 2007 – July, 2008

Government Simulation: SE Core source for Military Training in Real Combat  
- Within a team of 12 in creation of military vehicles to its upmost accuracy  
- Model, texture, and in creation of LOD (level of detail) for vehicles, tanks, and terrain  
- Enter XML code and fixing any inaccuracy appointed upon critique

## SOFTWARE

PC, MAC, LINUX, MS Office, MS Word, MS Excel, MS PowerPoint, FrontPage, Dreamweaver, GoLive, FTP, Final Cut, After Effects, Shake, SynthEyes, Photoshop, Illustrator, Maya, Multigen Creator, Identify, Nuance

## SKILLS

Environment and Architecture Modeling, Game Level and Prop Modeling, Shading and Lighting, Texture, Animation, Compositing, Physical Sun and Sky, Mental Ray and Render Optimization, Match Moving, Motion Processing and Motion Editing