

Liu, Han-Hsun

EDUCATION

Fu Jen Catholic University

Bachelor of Fine Arts in Applied Arts

Taipei, Taiwan

09/2005-06/2010

- **Relevant Coursework:**

- Script writing for Animation, Computer Animation, C, and Unix

National Taiwan University Certificate of Course Completion

HTML5, CSS3, jQuery, Bootstrap-Frontend Web Development Essent course

10/2015-11/2015

EXPERIENCE

Shanghai New Culture Media Group (collaboration with Moonshine Animation)

3D Animator

Shanghai, China

11/2014-05/2015

Made CG elements for projects, was in charge of communicating between Shanghai New Culture Media Group and Moonshine Animation

- Asus K20 CF: a computer commercial film
 - Conducted the modeling, texture, and the page animation of a book in one of the scenes using 3dsMax and Photoshop
 - Rendered the matte setting and adjusted light settings in one of the scenes using 3dsMax and Vray
- 8210: mineral water advertisement
 - Created smoke, fog, and sparks in the film using Houdini
 - Set and rendered the rendering pass for three shots using Houdini for composer
 - Conducted asset checking with Adobe AfterEffects and NUKE
 - Utilized 2.5 D projection, advanced application in digital matte painting, and attempted to add into standard work process to reduce cost of rendering
- Asus 2015 CES Opening Film
 - Simulated the particle and smoke effects using 3dsMax and FumeFX
 - Cooperated with Moonshine and Bitos Studio

Moonshine Animation

VFX Artist

Taipei, Taiwan

07/2013-06/2014

Designed system to improve workflow for the company and made CG elements for projects

- Music Video of Jane Zhang's "Forever"
 - Created a train's steam and a sea of clouds in the film using 3dsMax and FumeFX
 - Was chosen to cooperate with Grass Jelly due to my advanced skills in setting parameters, and familiarity with software, and was credited for the simulation section
- Nebula Project
 - Cooperated with colleague in developing "Render Check" system for workflow improvement in setting and checking rendering process
 - Designed the functions featured in this system, and initiated the development of research department in the company
- ASUS G751: a notebook commercial film
 - Made the previz with 3dsMax and communicated with the client directly
 - Evaluated complexity of this project with previz and incorporated evaluation into standard work process
 - Made destructive effects shots
- Pepsi, Shake Your Body
 - Performed simulation test using 3dsMax, FumeFX, and Krakatoa
 - Cooperated with Grass Jelly and was credited for simulation section
 - Conducted particle effects in the early stage of this project

- Fo Guang Shan, The Poor Woman's Lamp: a 3D stereo animation
 - Simulated candles' light and smoke effects using 3dsMax, FumeFx, and AfterEffects for checking
 - Achieved major efficiency improvements for the workflow of this 3D stereo film
- Discovery, Man VS. Ant, Title Words Opening
 - Designed and completed the animation – including environmental setting, lighting render setting, movement setting, and shot movement using 3dsMax, Vray and AfterEffects
 - Created storyboard for this animation and advised to add Previz into standard work process

Post Production

Taipei, Taiwan

3D Animator

02/2012-08/2012

Was in charge of CG elements for TV Advertisements

- Trans Globe, One Dollar Tree: commercial film for an insurance company
 - Modeled the trees and environmental factors in the film with 3dsMax, Vray, and Photoshop
 - Conducted layout using 3DsMAX
- ASO, Shoes: commercial for a shoe company
 - Completed Modeling and textures of the shoes using 3dsMax and Photoshop
- Sony Xperia and Sola: commercial film of Sony smart-phones
 - Modeled and textured smart-phone SONY Xperia with 3dsMax, Vray, and Photoshop

ROC, Military Service

Taoyuan, Taiwan

Private

07/2010-07/2011

- Combat Engineer
 - Received training in bridge building, demolition, bunker construction, and clearing land mines in Army Engineer Training Center

ACTIVITIES

Department of Applied Arts, Fu Jen Catholic University

Taipei, Taiwan

Website developer

09/2007-06/2008

- Established the official website for the Department of Applied Arts, collaborating with 3 teammates
 - Worked with teammates on designing the structure and interface of the website
 - Was in charge of collecting resources, including the pictures and films which served as elements of the webpage

Association of Applied Arts, Fu Jen Catholic University

Taipei, Taiwan

Member of photography team

09/2006-06/2007

- Participated in the association of Applied Arts as a member of the photography group
 - Filmed, took pictures of the events hosted by association, and edited them with post-production software including Premiere, AfterEffects, and Digital Fusion

SKILLS

- Operating Software:
 - Modeling: 3dsMax, ZBrush
 - Texturing: Photoshop, Quixel SUITE, Allegorithmic Substance, ZBrush
 - Effects / Simulation: Particle Flow, Thinking Particle, FumeFX, Krakatoa, Reelflow, Houdini, Blender
 - Rendering: Vray, Octane Render
 - Composition: AfterEffects, NUKE
- Web Design: HTML5, CSS3
- Traditional Painting Skill: Sketch, Watercolor

LANGUAGES

- Mandarin: Native
- English: Fluent