

CILIN "HARRY" CHEN

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3D Generalist & Motion Graphics Designer

EDUCATION

University of Southern California **Sep 2022- May 2025**
MFA Animation and Digital Arts (GPA: 4.00)
School of Visual Arts **Sep 2016 - May 2020**
BFA Computer Art, Animation & VFX (GPA: 3.86)

WORK EXPERIENCE & INTERNSHIP

Free Range VFX **2020 - 2021**

- Freelance as Designer/Animator
 - Worked on multiple projects including four advertising campaigns, one film festival bumper, one packaging design for a health-related documentary, and some minor tasks. My responsibilities include motion graphics, procedural setup development, tool development, modeling, simulations, texturing, lighting, look development and set dressing.

Thesis Film Project - Signal Lingers **2020**

- Director/Designer - An Individual Production
 - Being Responsible for concept design, previsualization, partial modeling, animation, lighting, texturing, compositing, color grading, editing, set dressing, simulation/FX and ending sequence design.

Mini Thesis Project - ASTREA **2019**

- Director/Designer
 - Collaborated with a team of three. Worked as the director of the short film. Being responsible for partial modeling, set dressing, lighting, shading/texturing, compositing, shot design, previsualization and simulation.

Perception Media, LLC **2019**

- Intern as Jr Designer/Animator
 - Worked on MAXON Cinema 4D R21 roadshow project. Being responsible for developing style frames, models, shading/texturing, lighting as well as the animatic.

TransMind Media Co., Ltd **2015**

- Intern as Packaging Designer
 - Worked on advertising projects for a local television station. Being responsible for making 2D & 3D motion graphics

Plusmos VFX Co., Ltd (Previously Known as Sentyas VFX)

2014

- Intern as Compositing Artist
 - Worked on the film "The Monkey King". Being responsible for rotoing and green screen compositing

HONORS/AWARDS

For Thesis Film *Signal Lingers*:

Awards:

- Rookie of the Year - Highly Commended - 3D Animation - Rookie Awards 2020
- Gold Award Winner - Young Ones ADC 2020
- Best Individual Project - MetroCAF 2020
- Semi-Finalist - Student Academy Award 2020
- Excellent Creativity Award - OPPO Renovators 2020
- Alumni Award - School of Visual Arts 2020
- SIGGRAPH Computer Animation Festival - Official Selection 2021
- International Film Festival Animation bushehr - Official Selection 2021
- Chaniartoon - International Comic & Animation Festival - Official Selection 2021
- Honorable Mention - Deep Focus Film Festival - Official Selection 2021
- Big Cartoon Festival - Official Selection 2021
- The Rookies - Excellence Award 2020

Exhibitions:

- Showed as one of Excellent Animations developed by China Young Directors on the 16th China International Cartoon and Animation Festival & 2020 China Young Directors Animation Week
- Selected to be exhibited on the Technology & Art Show for Public Space held by National Communication Center for Science and Technology, CAST of China in 2020
- The School of Visual Arts Rhodes Family Award for Outstanding Achievements in Computer Art, Computer Animation & Visual Effects 2020
- Received High Term Honors(GPA 4.0) for 4 times (Fall 2017, Spring 2018, Spring 2019, Fall 2019)
- Finalist - MDC Contest 2019: Lost Civilization

SKILLS

- Software: Maya, Cinema 4D, Houdini, Nuke, Marvelous Designer, Clarisse iFX, UV Layout, Substance Painter, Substance Designer, Adobe Creative Suite (After Effects, Photoshop, Illustrator, Premiere, Dimension, Fuse), Sublime Text
- Coding: Python Scripting, VEX
- Renderers: Arnold, Redshift, Octane, Clarisse iFX
- Languages: Proficient in English and Mandarin