# Yi-Ting (Ellen) Liu 3D ARTIST/MODELER

A passionate and ever-growing 3D artist from Taiwan.

Extensive experience in 3D industry in Japan. Proficient in 3D modeling and 3D character art. Strong working knowledge of Maya, ZBrush, Substance 3D, etc.











#### EXPERIENCE



Nov 2020

- 3D Character Modeler 
  FunPlus / Chiseled Games Japan Tokyo, Japan PROJECT (Terminated) Unreleased Mobile Game • Ensured the assets meet the required quality standards and verified their quality within the game • Arranged and tested the materials used for the characters, and summarized the specifications Supporting specialized knowledge translation 3DCG Character Artist Cygames, Inc. / Osaka Cygames Osaka, Japan **PROJECT** GRANBLUE FANTASY : Relink (Action RPG Game) • Ensured the assets meet the required quality standards and Aug 2022 verified their quality within the game • Troubleshooting characters and props followed their design and functionality • Supported riggers for props skinning. Achieved director's demand within a tight schedule • Created proxy models for early game integration
  - Established character-related production documents for external group's needs

#### Modeling Operator SANZIGEN Inc.

- **PROJECT** Sakura Wars (TV Animation) in-house project
- Modeling characters and props
- Animated facial morph
- Supported secondary animation
- Created animatic



May 2020

Apr 2019

#### Intern SANZIGEN Inc.

- Modeling characters and props
- Created 3D scene layouts

## **KEYSKILLS/TOOLS**

3D Modeling / Texturing / UV Mapping / Retopology Maya / 3ds Max / ZBrush / Substance 3D / After Effects / Photoshop / Unity

# LANGUAGES

Taiwanese / Mandarin / English / Japanese

## **EDUCATION**

# 2017-2019

#### **Diploma of Animation and CG**

Toho Gakuen Film Techniques Training College Tokyo, Japan



2012-2016 BA in Chinese Language and Literature National Cheng Kung University Tainan, Taiwan

Tokyo, Japan