

WENTAO QIU

Savannah, Georgia
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Summary

A motivated and passionate 3D Artist with a proven ability to develop high-quality, photorealistic still images as well as having a solid understanding of the game pipeline. Possesses the artistic expertise and technical ability required to work closely with designers to create visually stimulating content that will intensify game playability. Also having extensive knowledge of everything related to 3D computer graphics and a knack for quickly understanding a project's mission, vision, and values.

Skills

Houdini, Autodesk Maya, Vue, Unreal Engine 4, Arnold render, Cinema 4D, X-particle, Nuke, Adobe After Effects

Experience

Teaching Assistant

Savannah College of Art and Design · Savannah, Georgia
03/2022 - 06/2022

Worked As a peer tutor to answer technical questions and create demonstration video for visual effects techniques.

Teaching Assistant

Rochester Institute of Technology · Rochester, New York
09/2018 - 12/2018

Helped students on X-particle plugin workflow and Arnold Rendering in Cinema 4D

Audio and Footage Editing

Yangzhou Broadcast & Television · Yangzhou, Jiangsu
06/2016 - 09/2016

Involved with audio and video editing of travel commercial in local television channel

Education

Visual Effects

Savannah College of Art and Design · Savannah, Georgia
09/2019 - present

Visual Communication and Design

Rochester Institute of Technology · Rochester, New York
01/2019

Communication and Art

Nanjing University of Posts and Telecommunication · Nanjing, Jiangsu
06/2017

Languages

English, Chinese
