



Chia-Hao Liu

Model & Texture Artist

SUMMARY OF QUALIFICATIONS

Seeking a full-time position as a Model & Texture Artist. Comfortable working on different platforms, such as Window, Mac OS and Linux and is proficient in various programs; Maya, ZBrush, 3D Bodypaint, Shake and Photoshop, After Effects and other Adobe products as well. Having a immense experience in the fine art has immensely contributed and supported the development of my 3D work. Possesses a dedicated work ethic and personable personality, which will be a great asset in any team or professional situation. Looking forward to contributing to interesting and challenging projects at the next level.

PROFESSIONAL EXPERIENCE

Primeasia Leather Corporation Taiwan Branch Pou Chen Group

04/2004 - 11/2004

Senior Designer

Changhua, Taiwan

Editor of company weekly brochures
Editor of item projects
Product Design

Taiwan Military Service

09/2002 - 04/2004

Rank: Sergeant

Chinmen, Taiwan

Responsible for training of the recruits
Responsible for communication of units

Chan-Zan Interior Design

05/2001 - 08/2001

Junior Designer - Internship

Taichung, Taiwan

Assistance of Product Design
Graphic Design

SKILLS

Languages - English, Chinese (Mandarin), Taiwanese

Skills - Texturing, Lighting, Animating, Compositing, Pottery, Drawing, Sculpting

Computer Software - Autodesk Maya / 3D Body Paint / Adobe Products / Shake

AWARDS / SCREENINGS

SCAD Honors Scholarship

2005 - Present

Young Designers' Exhibition

06/1997

Taipei, Taiwan

EDUCATION

Master of Arts - Animation

2005 - Present

Savannah College of Art and Design / Savannah GA

Bachelor of Fine Arts - Pottery

09/1998 - 06/2002

Dayeh University / Changhua, Taiwan

Pottery, Drawing, Sculpting

REFERENCES/REEL

Available upon request

