KEXIN CHEN

3D Modeler, Surfacing Artist, Animator

ABOUT ME

Versatile 3D artist skilled in modeling, surfacing, and lighting for animation and games. Experienced in both real-time and pre-rendered pipelines, and passionate about creating immersive visual storytelling.

CONTACT

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WORK EXPERIENCE

3D Renderer, Foshan Dieyuan E-commerce Co., Ltd.
April 2024 to August 2024
- Modeled and textured complex product scenes in 3ds Max, optimizing asset topology and material workflow for photorealistic results.
- Designed and implemented lighting and rendering setups to achieve consistent visual quality across marketing visuals.
- Created and animated product showcases, collaborating with the team to deliver client-driven visual storytelling.

Shot Finalizing Artist, Atomic Cartoons, Spidey and His Amazing Friends Season 2
June 2022 to October 2022
- Polished and finalized animation shots in Maya, ensuring accurate motion, timing, and character performance based on director's feedback.
- Adjusted match-move caches, resolved geo penetrations, and optimized scenes for seamless integration into final renders.
- Collaborated with animators and lighting artists to maintain visual continuity and meet studio production standards.

Fox and Unicorn Arts Inc, Art Teacher
October 2019 to February 2021
- Engaged students in the creative process, cultivating their talents while deepening their knowledge and understanding of art, design, and art history.
- Managed student behavior and classroom routines to maximize learning time and create a positive classroom environment.

EDUCATION

Centre for Digital Media (A joint program by Simon Fraser University, University of British Columbia, Emily Carr University of Art + Design, and British Columbia Institute of Technology)
- Expected graduatuin December 2025
- Master of Digital Media

SKILLS

3D Tools
- Maya
- ZBrush
- Substance Painter
- 3ds Max
- V-Ray

Engines
- Unreal Engine 5
- Unity

Compositing
- Adobe Premiere
- Adobe After Effect

Design
- Sai
- Adobe Photoshop
- Adobe InDesign
- Traditional Art (Drawing and Painting)

Language
- English (Fluent)
- Mandarin (Native)
- Cantonese (Native)
- French (Beginner)

Emily Carr University of Art + Design
2017 to 2022
- Bachelor of Media Arts

RELATED EXPERIENCE

EOC Simulator, **Unity Simulation Game (collaborated with Justice Institute of British Columbia)**
January 2025 to August 2025
- Modeled and textured detailed 3D props, modular structures, and interior environments to support immersive simulation experiences.
- Developed lighting design and rendering pipelines in Unity to enhance realism, mood, and visual consistency.
- Contributed to technical workflows by developing custom Unity Editor tools to streamline asset management and improve production efficiency.
- Worked closely with stakeholders and a multidisciplinary team to integrate animated elements and optimize real-time performance.

Dragon Warrior, **Character Sculpting Project**
November 2023
- Created detailed character sculpts in ZBrush and finalized topology and renders in Maya.
- Translated concept designs into high-quality 3D models and presentation renders.

Cyber Village, **Environment & Lighting Design**
October 2023
- Produced concept art, environment composition, and cinematic lighting for a stylized digital village.
- Animated and rendered the final scene to achieve a cohesive visual mood.

Additional projects include *Carrot* (3D animated short), *Delivery* (Unity prototype), and *20-Series Rifle* (hard-surface asset). Full project breakdowns and renders are available in the portfolio.

VOLUNTEER EXPERIENC

SIGGRAPH 2025 & Web Summit 2025
- Assisted with event logistics, attendee registration, and on-site coordination, supporting international teams and ensuring smooth event operations.