

KEXIN CHEN

3D Modeler, Surfacing Artist, Animator

ABOUT ME

A versatile 3D artist with a strong foundation in modeling, animation, lighting, and visual storytelling, passionate about creating immersive experiences across games, film, and interactive media. Experienced in a wide range of artistic disciplines including digital sculpting, painting, ceramics, stop-motion, and large-scale mural design, with a proven ability to adapt quickly to new tools, pipelines, and creative challenges. Continuously expanding technical skills in areas such as cinematography, coding, and real-time rendering to deliver high-quality, visually compelling work that blends art and technology.

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 graduation in December 2025
- ◆ Master of Digital Media

SKILLS

3D Animation

- ✧ Maya
- ✧ ZBrush
- ✧ 3ds Max
- ✧ V-Ray
- ✧ Adobe Premiere
- ✧ After Effect

Game

- ✧ Unreal Engine 5
- ✧ Unity

Art

- ✧ Sai
- ✧ Adobe Photoshop
- ✧ Adobe InDesign
- ✧ Sculpture
- ✧ Drawing and Painting

Work

- ✧ Microsoft Office
- ✧ English, Mandarin and Cantonese (Fluent, bignner french)

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.

Path, Mural Project in Famous Foods

August 2018

- ◆ Conceptualized and painted a large-scale community mural, collaborating on design, color palette, and visual storytelling.
- ◆ Led project planning, scheduling, and task distribution to ensure timely completion with cohesive artistic vision.
- ◆ Coordinated with partners to align mural themes with community narratives and site-specific contexts.

Delivery, 3D Deliveryman Simulation Game

November 2023

- ◆ Defined the **core gameplay loop**, art style, and visual direction of the game.
- ◆ Implemented game blueprint and conducted iterative testing and bug fixing.

20-Series Rifle, Hard Surface Asset

January 2024

- ◆ Modeled and textured a realistic weapon asset from reference research to final render.
- ◆ Set up lighting and scene composition to showcase the final presentation.

HOBBIES

Travel
Movies
Game
Music
Comedy

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.

Carrot, 3D Animated Short Film

May 2022

- ◆ Contributed to modeling, texturing, animation, rendering, and compositing across full production pipeline.
- ◆ Managed production schedule and led a team to complete a short film within two semesters.

Extension, Mixed Media (EXHIBITION)

Displacement: Exhibit, The Arts Factory, Vancouver

October 2019 to November 2019

VOLUNTEER EXPERIENC

Web Summit 2025, Registration Volunteer

May 2025

- ◆ Assisted attendees with on-site registration, schedule inquiries, and venue navigation.
- ◆ Managed high-volume check-in processes to ensure smooth entry during peak times.
- ◆ Supported event operations by resolving registration issues and answering participant questions.

SIGGRAPH 2025, Event Volunteer

August 2025

- ◆ Verified attendee passes and tickets while maintaining event security protocols.
- ◆ Assisted with event setup, logistics, and material organization to support smooth operations.
- ◆ Guided participants to sessions and provided information about event activities.