

# Jamie Liu

## 3D Character Artist

### Modeling | Texturing | Grooming

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## Education

### University of Florida

B.A. Digital Arts and Sciences

2013 - 2017

## Skills

### General

3D Modeling  
Texturing  
Grooming  
Lighting  
Painting  
3D Animation  
2D Animation  
Graphic Design  
Sculpting

### Software

Autodesk Maya  
ZBrush  
Houdini  
Mari  
Katana  
Substance Painter  
Photoshop  
After Effects  
Premiere Pro

## Experience

### Bardel Entertainment

**Unannounced Disney Project**

January 2023 - Present

- Texturing/surfacing characters and props

### IGG Canada

**Lords Mobile Cinematic Trailer**

2022

- 3D modeling, texturing, lookdev and groom for characters

### ICON Creative Studio

**Disney Junior - T.O.T.S. (Season 1-3)**

January 2018 - February 2022

- 3D modeling and texturing for characters, props and environments

**Netflix - Super Monsters (Season 2)**

2018

- 3D modeling and texturing for props

**Disney + - Young Jedi Adventures**

2022

- 3D modeling characters and environments

### Freelance

**IV Studio - Sprout (Short Film)**

2019

- Character modeling

References available upon request.