Shiwen Li
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OBJECTIVE

Interested in every aspect of Computer Animation , Special Effects, and Visual Design starting Spring 2022, open to relocation.

EDUCATION

The Ohio State University, Columbus, OH
Bachelor of Art, Art and Technology, Projected in December 2021
Cumulative GPA: 3.9/4.0

SKILLS

- Solid understanding in animation, 3D modeling, and visual effects using Houdini, Maya, and Blender
- Proficient in Premiere Pro and After Effects for creating video editing and visual effects
- Extensive use of Photoshop and Illustrator for creating 2D digital arts
- Introductory experience in HTML, Python, C++ and JavaScript

RELATIVE COURSES

Computer Animation, 3D Modeling, Digital imaging, Film, Internet art, Art fundamentals

PAST PROJECTS

The Cube– 3D Animation
- Developed a good understanding of 3D modeling and animation.
- Experience with managing technical constraints.
- willing to learn and adapt quickly to new technique.
- Understanding of fundamental animation and timing principles

Hogwarts castle – CG Generated Scene
- Designed and developed visual effects for modeling.
- Created terrain and castle model using Maya.
- Created physics, dynamics, and particle simulation.

Spark – Video Visual Effects
- Developed visual effects based on existing video.
- Recreated "portal effect" from the movie *Doctor Strange* using Adobe After Effects

Portals – Dynamics
- Understanding Houdini in all the major contexts (SOPs, DOPs/POPs, lighting, rendering)
- Create real-time particle effects which use both static and animated 3D elements

Phantasy – Video Production
- Film and edit movie style with real-life scene and in-game scene.
- Experience with planning video production workflow.

AWARDS

- 2nd Place Veterans Video History Contest host by American Veterans Center, March 2016