

TAN BI

<http://www.tan3d.com>

EXPERIENCE

Senior 3D Modeler (Freelancer), Edge Innovations, Hayward, CA. **03/2016-present**

3D modeling and texturing characters, creatures, and hard surface.

Digital Sculptor (Contracted), Anatomy tools, Las Vegas, NV **01/2016-present**

Digital Sculpt animal anatomy figure.

Senior 3D Modeler/Digital Artist, Scientific Art Studio, Richmond, CA. **08/2014- 08/2015**

Sculpting realistic/stylized models in zbrush for physical output.
Worked on San Francisco Zoo sculpture learning plaza, San Jose rotary play garden, etc.

3D Artist, Xulu Entertainment, Milptas, CA. **08/2011-12/2012**

Designing, Modeling and texturing avatars, vehicles, environments and components for venue building.

Lead 3D Artist, Shenyang 4D-Vision Technology Company, Shenyang, China **06/2009 – 05/2011**

Lead 3D artist of the short film “A Hundred -Year of Expo” for the United Nations Pavilion of Expo 2010 Shanghai.
Lead a team (15 people) model and texture elements for “LiaoBin Fantasy Water City” and “The Magic World” etc.

EDUCATION

AnatomyTools Workshop **Class of March 2016**

Mastering human anatomy

Zbrush workshops Certified Artist **Class of JUN 2014**

Mastering the using of Zbrush <http://www.zbrushworkshops.com/certified/tan-bi>

BFA, 3D – Animation Modeling, Academy of Art University, San Francisco **09 /2006 – 05/2009**

Gained proficiency in Maya and Zbrush, Good at both Hard Surface and Organic Modeling.
Studied Human and Animal Anatomy, grasped technical skills of sculpting with both oil and water based clay.

Certified Designer by Apple China **03/08/2005**

Certified professional level of using graphic design software Photoshop, Illustrator and Graphic Design skills.

BFA, New Media, LuXun Academy of Fine Art University, China **09/2003 - 07/2005**

Developed traditional art skills, as well as color design and Perspective etc. Studied graphic arts and digital software applications including Maya, Photoshop, Illustrator, Flash, and After Effect etc.

AA, Fine Arts, The Attached Secondary Art School LuXun Academy of Fine Art, China **09/2000 - 07/2003**

Studied Still Life, Landscape, Statue and Figure Drawing and Painting, Studied Color Design and Perspective, etc.

SKILLS

Software Use: Maya, Zbrush , Photoshop, Illustrator, Rhino, After Effect, and some other Auxiliary software.

Traditional Fine Art, Drawing, Painting, and Sculpting.

Digital Painting, Concept Art, Environment, Character and Creature Design.

Maquette Sculpting, Modeling characters with oil based clay and Super Sculpey.

I'm a U.S. CITIZEN. Proficient in Traditional Chinese speaking, reading and writing.