Chin Min Zhi
Digital Artist / Animator

www.mzchin.com
www.linkedin.com/in/minzhichin

Animation • Illustration • 3D

PROFILE

- Over 3 years of combined experience in digital illustration, design & 3D animation
- Strong artistic knowledge understanding forms, materials, composition, perspective, colour, anatomy & lighting
- Strong working knowledge of Adobe Creative Suite & Autodesk Maya

EXPERIENCE

Video Editor & Digital Artist
Centreville Baptist Church
Centreville, VA, Sept 2013 - May 2014

- Created & animated logo for *5 Good Minutes*
- Composited, animated, & edited graphics & video for *5 Good Minutes* weekly video announcements
- Designed booth banner & bookmark for Persian community event

Graphics/Animation Intern
Benten Technologies
Chantilly, VA, Jul 2013- May 2014

- Created character art & painted backgrounds with the help of 3D techniques for *SAAFE* prototype - dating simulator
- Produced art assets for a pet game, *aSTIroids,* & *fruitSTI*

Web Team Intern
Voice of America Chinese Branch
The Washington Center
Washington, DC, Jun 2012 - Aug 2012

- Worked with Branch Chief Sasha Gong, to create a promotional video for new tv programming *VOA WeiShi*
- Created text animation for plasma tv display in shows
- Designed web banners, & managed web content using Pangea system & freexinwen online portal

Freelance Artist
Independent Work for
Clients Worldwide, Jun 2009 - present

- Illustrating sequential artwork following script from author
- Designed characters according to client descriptions
- Illustrated over 30 personal art commissions over DeviantArt
- Sold artwork and commissions at JAMPcon and AWA (2011, 2012) with increased sales at each convention

Academic Experience
ETSU, Aug 2010 - May 2013

- Created a short featuring original story line, keyframe animation, particle effects, & digitally painted assets as honours thesis
- Utilized linear colour workflow in lighting & rendering scenes
- Illustrated artwork series for chapter covers published in *Surviving and Thriving in College*, available on Amazon.com

SKILLS

3D
Autodesk Maya, Mudbox

- Hard surface modelling
- Lighting & rendering
- Texturing
- UV mapping

Character Animation
Autodesk Maya

- Pose to pose keyframe animation
- Believable weight & timing
- Mocap clean up
- Facial animation
- Lip-sync
- Squash & stretch

Illustration
Photoshop, Illustrator, InDesign,
Clip Studio Paint

- Digital painting
- Pencilling & inking
- High contrast shading
- Comic panelling
- Typesetting for comics
- Storyboarding

Other
After Effects, Premiere Pro, Audition

- Particle & fluid EFX
- Camera projection
- Audio cleanup
- Motion graphics
- Compositing
- Video editing

LANGUAGE

Fluent English, Mandarin • Conversational Japanese, Malay

EDUCATION

BS - Digital Media | Computer Animation • East Tennessee State University (ETSU) • May 2013 • *GPA 3.9*
- Midway Honors Scholar, Dean's List for 6 semesters, Golden Key International Honour Society member

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