

LIXIN(ERIC) CHEN

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PREVIS - SHOT CREATOR / ANIMATOR

3D Animator | Previs Artist | Animation Producer

3D animator with over 3 years of professional experience in animating characters, creatures, props, and vehicles. Multiple projects experience as previs shot creator and animator. 1-year lead animator and animation producer experience on animation short film, adapt and accept change quickly from director and supervisor. Professional skills on Maya, After Effects, and Premier.

WORK EXPERIENCE

The Third Floor Inc - Los Angeles, CA

01/2021 - 04/2021

Previs - Shot Creator / Animator

Project: TBA Feature Film - 2022 | TBA TV series - 2022

- Participate in 10 sequences among two projects.
- Daily work includes creating shots and shots revision. Animating characters, creatures, props, vehicles, camera movements, and using Maya effects to create realism for shots.
- Creating small edits for shots to preview the shot continually of sequence.
- Taking directions from the supervisor to accomplish the requirement of the shots.

StudioX - San Francisco, CA

05/2018 - 06/2020

3D Animator / Lead Animator / Animation Producer

3D Animated Short Film: Alien | Coyote's Place | JR. Giants: Foodie Cats | Dive | Steve | Good & Bad & Beautiful

- Animator: Creating layouts from storyboards, animating characters and creatures in both cartoony style and realistic style.
- Lead Animator: Keeping animation quality to meet the requirements. Cooperating with the director and supervisor to accomplish the film.
- Producer: Using Shotgun to manage tasks for artists, keeping notes of shots on track, editing sequences for daily review, cooperating with director and several departments.

EDUCATION

- **Academy of Art University** | San Francisco, CA
Master of Fine Arts - Animation and Visual Effects 09-2016 - 12/2019
- **Fujian Normal University** | Fuzhou, CHINA
Bachelor of Arts - Digital Media Technology 09/2012 - 06/2016

SKILLS

- **Software:** Maya | Unreal Engine4 | Adobe After Effects | Adobe Premier | Motion Builder
- **Animation Production:** Film Editing | Production Management | Shotgun (Tool)
- **Art:** Illustration | Character Design

LANGUAGE

- English - speaking, reading, writing
- Mandarin - native language