

# 3D MODELER / PRE-VIS ARTIST

## ALLYN AI LIN LEW

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### EXPERIENCE

#### 3D Modeler - Omens Studios

- Worked on Leo the Wildlife Ranger season 3, Counting with Paula Season 5 to 7, and Number Squad Season 1 and 2.
- Created, edited, textured 3d models for Unreal pipeline.
- Worked closely with rigging and lookdev department for production pipeline to run smoothly.
- Participated in an external project, used Xgen to create fur for characters.

#### 3D Modeler and PreVis - Finny and the Seal Hotel, StudioX

- Worked on short film project "Finny and the Seal Hotel". with director Linda Bel (former Disney/ILM) and modeling mentor Sunny Wei (ILM) for over a year. Built main character "Tam" and "Pelican".
- Modeling facial libraries using FACS for both characters, UVing and Texturing for Previs, preparing characters for animation pipeline.

#### 3D Modeler - Maelstrom II, StudioX

- Worked on project "Maelstrom II". with director Jereon Lapré and producer Brian Gabel.
- Assist in getting model prepped for animation by working with technical artists on various tasks. Inspected "SpaceSuit" model for cleanliness and topology.

### EDUCATION

Academy of Art University, San Francisco

• B.F.A. Animation and Visual Effects, graduated Fall 2020.

### SOFTWARE USED

Autodesk Maya	Mudbox	Dragonframe
ZBrush	Adobe Photoshop	Toonboom Harmony Premium
Substance Painter	Adobe Premiere Pro	
Marmoset	Adobe After Effects	

### languages

Chinese, English, Malay, Japanese

### References

Li-Hsien Wei (ILM): sunnywei2001@gmail.com

Linda Bel (former Disney/ILM): lindbel@gmail.com / +1-(415)261-7811