JIA CHENG HU

3D GENERALIST

PROFILE

SPECIALTIES

3D Modeling /Texturing/ Lighting

3D Compositing

I am Jia Cheng Hu, a 3D Generalist based in New York. I am equipped with the following skills:

- Modeling both hyper-realistic and stylized characters and assets.
- Utilize various software such as Maya, Zbrush, Nuke, etc.
- Having a great sense of lighting setup and camera position.

With my creative skills and solid knowledge of different programs, I will be a great asset to your team and quickly blend into the working environment.

I enjoy helping people. Not only because of the smile when their problems are

how to bring positive value to a community. I served in a church teenager fellowship when I was back in Taiwan. From scheduling to cleaning, the more

and I believe I would make an excellent addition to your team.

solved, but also the chances to learn things I had never encountered. I come to New York to learn about arts, how to become a great artist, and, more importantly,

jobs I do, the more I realize it is not easy to serve people. When they come with issues I never heard about before and expected me to help, I know it is time I step

out of my comfort zone and learn. I will bring the same enthusiasm to the job,

EDUCATION

Bachelor of Fine Arts

School of Visual Arts 2019-2024 GPA: 3.672

SOFTWARE

CG: Maya/ Zbrush/ Substance Painter

Comp: Nuke/ Houdini

2D: Adobe Photoshop/ Illustrator/ Premiere Pro/ After Effects

EMPOLYMENT HISTORY

A LITTLE ABOUT MYSELF

COMPUTER DESIGN INTERN AT PHOTRONICS INC

AUG 2024 - PRESENT

GRAPHIC DESIGNER AT YU XIANG YUAN

APR 2022 - AUG 2023

ART TEACHER

MAR 2020 - JUN 2021

GRAPHIC DESIGN INTERN AT PDMC

JUN 2020 - AUG 2020

CONTACT

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WEBSITE

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LINKEDIN

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HONORS & AWARDS

ZIRCINES ANIMATED FILM AWARDS

- BEST HORROR - ZIRCINES ANIMATED FILM AWARDS - 2025

THE NORTH FILM FESTIVAL

- BEST ANIMATION SHORT FILM - NOMINEE - 2025

TINTERNATIONAL FILM FESTIVAL THE HAGUE

-OFFICAL SELECTION - 2025