

# Yizhang Jin

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## CG Generalist

I'm a CG Generalist with an MFA from School of Visual Arts, focused on visual storytelling, motion design, and stylized asset creation. I've contributed to independent projects and internships through storyboarding, concept design, and 3D production with a narrative-driven approach.

## WORK EXPERIENCE

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### **Muse Machine Productions • New York, NY • 07/2025 - Present**

#### **3D Artist**

- Contributing to the production of an animated short film through 3D modeling, lighting, texturing, and rendering
- Using software such as Maya, Blender, and After Effects for animation, compositing, and visual development
- Collaborating directly with the director to support creative decisions and meet production goals

### **Freelance • New York, NY • 09/2023 - Present**

#### **CG Generalist**

- Created 3D assets and storyboards for independent animation projects
- Handled modeling, texturing, lighting, and visual development
- Supported both pre-production and production phases from concept to final render

### **Shanghai Animation Film Studio • Shanghai, China • 06/2021 - 08/2021**

#### **Story Intern**

- Worked directly with directors on a 2D animated series and a feature-length film
- Created character designs, concept art, and storyboards during pre-production
- Helped refine story structure and key scenes through sketching and panel iterations

### **Nuctopus Studio • Shanghai, China • 05/2019 - 07/2019**

#### **Animation Intern**

- Contributed concept art, storyboards, and in-between frames for a 2D animated segment in a live-action show
- Assisted in developing visual tone and narrative flow during pre-production
- Worked closely with the creative team to maintain consistency in timing and design

## EDUCATION

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### **MFA Computer Arts**

School of Visual Arts • New York, NY • GPA: 3.94 • 09/2023 - 05/2025

Focused on 3D animation, storytelling, and visual development through project-based learning and independent film production.

### **BFA Cartooning**

School of Visual Arts • New York, NY • GPA: 3.82 • 09/2018 - 05/2022

Trained in visual storytelling, character design, and sequential art, with opportunities to explore animation and pre-production.

## AWARDS & SCHOLARSHIPS

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### **Best Animation Short Student • 08/2025**

London Independent Film Awards

## PROJECTS

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### **The Pit - 3D Animated Short Film** • 10/2023 - 04/2025

School of Visual Arts

Directed and co-produced *The Pit*, a 3D animated short created as my MFA thesis at SVA. Led story, art direction, and team workflow while contributing to key parts of the film's production. Screened at the 2025 thesis exhibition and submitted to over 30 film festivals.

## SKILLS

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**Technical Skills:** 3D modeling, art direction, compositing, concept art, lighting, rendering, rigging, storyboarding, texturing, UV mapping, visual development

**Software:** Adobe After Effects, Adobe Photoshop, Adobe Premiere, Autodesk Maya, Blender, Nuke, Substance 3D Painter, Zbrush