

Jinglei Shu

3D Generalist

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EDUCATION

School of Visual Arts

Master of Fine Arts, Computer Arts

New York, NY

09/2024-05/2026

Central Academy of Fine Arts

Bachelor of Fine Arts, Animation

Beijing, China

09/2019-07/2023

EXPERIENCE

NetEase, Inc.

Game Character Rigging Intern

Hangzhou, China

06/2022-08/2022

- Mastered process of game production, animation modules of Maya, role rigging, deformation control, biological anatomy, and animation motion patterns.
- Completed character, hair, accessory, and costume rigging for the "Revelation" project, including "Mid-Autumn festival" costumes and weapons, enhancing animation quality and character expressiveness.
- Collaborated with animators to refine rigging solutions.

Communication University of China

Unreal Engine Level & Environment Design Intern

Beijing, China

03/2022-06/2022

- Contributed to the university's 70th-anniversary immersive virtual campus metaverse project.
- Led the scene construction of the Library, University History Museum, multiple academic buildings, School of Audio Recording, School of Economics, Management of Communication University of China.
- Created realistic scenes through photos using UE5's landscape and foliage to recreate the real campus.

Beijing Radio & Television Station

Character Modeling & Rigging & Animator Intern

Beijing, China

12/2021-01/2021

- Produced the only one 3D character (Cat) for Our Spring Stage Design, Beijing TV 2022 Spring Festival Gala program, completed modeling, rigging, and animation.

Tencent

Character Modeling & Animator | UE Cinematic Animator and Film Editor Intern

Beijing, China

11/2021-12/2021

- Undertook the character rigging, animation, and UE scene shot editing in "Star Pet" Game Promotion CG Cooperation Project

G-bits Network

Unreal Engine Level & Environment Design Intern

Beijing, China

10/2021-11/2021

- Designed and Transformed traditional Chinese landscape into immersive 3D environments in Unreal Engine, creating a unique visual style for the game world.

HONORS & AWARDS

"A Return Letter", Honorable Mention of Best Short Film Award.

9/2023

"A Return Letter", Shortlisted for the animation category for

the 18th China (Beijing) International Student Animation Festival Award competition unit.

07/2023

"A Return Letter", 2023 Central Academy of Fine Arts Graduate Excellent Works Award

06/2023

SKILLS

Computer: Unreal Engine, Maya, Python (with AI), ZBrush, Substance Painter, Nuke, Photoshop, Premiere, After Effects

Language: Chinese Mandarin (native), English (fluent)