Lita Shih

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PROFESSIONAL EXPERIENCE

Flickplay, Inc   **Santa Monica, CA (Remote)**
3D Artist   *June 2021- Present*

- Contributed to the Disney Accelerator Program, utilizing Disney IP to create AR experiences, resolving conversion issues, and performing QA on AR performance within the Flickplay app
- Collaborated with Pinkfong Baby Shark to transform 2D visual materials into 3D AR experiences
- Designed the Barely A Bear AR collection, serving as an onboarding experience in the Flickplay iOS app
- Engaged in cross-functional collaboration with Product, 3D, Engineering, and Marketing teams to develop and maintain a collection comprising 2,222 3D AR assets and activations for the FlickyGang NFT launch
- Coordinate with external artists and vendors, allocate projects and AR experiences, offer artistic direction, and oversee project management for adherence to schedules
- Conceptualize visual styles and create high-quality 2D/3D models, textures, animations, renders, and AR experiences for the Flickplay iOS app
- Ongoing support in creating 3D renders and materials for marketing content
- AR Project configuration on MongoDB Compass and Content Management System (CMS)
- QA and troubleshoot the Flickplay mobile app and its AR experiences and report/track bugs as JIRA tickets
- Physically measure the real-world ratio, and calculate the scale between real-world and 3D scenes

Reworld Inc   **Bellevue, Washington (Remote)**
Game Designer Intern   *May 2021- May 2021*

- Created an environmental design of a medieval scene for a game using Reworld Engine, a 3D game creation tool, and published the game on the Reworld platform for people around the world to play
- Produced low poly props and textures
- Won 3rd place in the Reworld internal final game-jam competition
- Collaborated with Game Designer, 3D artist, Audio Engineer, Programmer, and UI artist to complete game development

PChome Online, Inc   **Taipei City, Taiwan**
Post Production Editor   *November 2017- July 2018*

- Responsible for editing videos from start to finish, motion graphics, visual effects, and sound effects
- Supported film shooting, scene set-up, lighting, props, posing of subjects, and communication with clients

FashionGuide   **Taipei City, Taiwan**
Post Production Editor   *March 2015- September 2017*

- Responsible for end-to-end video editing, encompassing video editing, motion graphics, visual effects, and audio enhancements.
- Assisted with film shooting, scene setup, lighting, props, and subject posing

EDUCATION AND SKILLS

Savannah College of Art and Design   *September 2019- March 2021*
Master of Arts in Visual Effects
Scholarships: SCAD Achievement Grad Scholarship, Academic Honors Graduate Scholarship
EC Design School- Digital Graphic Design Course   *July 2018- July 2019*
Shih Hsin University   *September 2010- June 2014*
Department of Radio, TV, and Film Bachelor of Fine Arts (BFA)
Awards: National Education Radio Award, 10th Broadcast Commercial Award, 11th Pop Music Program Award
Personal Project: SideFX Gallery - Gumball Machine Used CHOP and RBD to create a music-driven animation
Software:
3D: Maya, Blender, Houdini, Zbrush, Adobe Creative Suite, Xcode
Texture: Photoshop, Illustrator, Substance Painter, Procreate, Figma
Compositing: After Effects, Nuke   Render: Arnold, KeyShot, RenderMan, VRay
Project Management: MongoDB Compass, JIRA, Notion, Google Workspace
Technical: Modeling, Lighting, PBR Texture, Animation, Video Editing, Graphic Design, Motion Graphics, Sound Effects