

Candice Li

3D Artist & Sound Designer

candice3d.com | www.linkedin.com/in/candice-li-3d
Pittsburgh, PA | (212) 300-6033 | hongxial@andrew.cmu.edu

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

School of Visual Arts

Bachelor of Fine Arts, Computer Arts, Computer Animation and Visual Effects

Pittsburgh, PA

2023 to Expected May 2025

New York, NY

2019-2023

ACADEMIC PROJECTS

Build Virtual Worlds

Sep 2023-Now

Sound Designer, Producer

- Collaborated with teams to complete games in Unity in 2-week sprints.
- Produced all sound effects and composed music which fit themes of games.
- Recorded dialogue and added appropriate sound effects to them to fit the game context.
- Contributed to narrative storytelling and game mechanics design.
- Modeled characters in Maya and painted their textures in substance painter, imported and applied them in games in Unity.

The Perfect Puppet 1+1

Jan 2022-April 2023

Solo Developer

- Self Directed and produced a 3d animation film telling a story of a puppeteer so obsessed with the idea of making a perfect puppet, causing the destruction of the puppet.
- Designed and developed a multi-level desktop game as the second part, narrating the story of a trapped sadistic puppeteer escaping by collecting the body parts of his torn-part puppets.
- Experienced a complete 3D animation and game production pipeline.

The Pianist of the Grand Orchestra

Dec 2022-Jan 2023

Solo Developer

- Conceived and initiated development of a 2D pixel music game based on high school orchestra experience.
- Designed game mechanics and storyline, simulating a musician's journey from audition to competitions.
- Produced a demo showcasing the current game mechanics.

WORK EXPERIENCE

Original Force

Nanjing, China

3D Modeling Artist

June 2023 – Sep 2023

- Custom designed and modeled spaceship parts using Maya. Kept balance between the artistic appeal and functionalities. Perfected the topology and UV layout.
- Collaborated with other texturing artists to build the spaceship for revolutionary pipelining testing.
- Learned Unreal 5 environment layout.

YuanGuang Studio

Nanjing, China

3D Animation Artist

June 2020 – Sep 2020

- Collaborated with the animation director to determine the 3D Animatic layout.
- Led and created character animation including complex facial components as animation designer, responding to director's requests.

TECHNICAL SKILLS AND INTERESTS

Sound design and composing in Logic Pro, Audacity, Adobe Audition and Pro Tools.

Maya modeling, lighting, rendering and animation, Unreal Engine game developing and rendering.

Video editing in Adobe Premiere and After Effects, Narrative storytelling.

Python Scripting, Life drawing, Digital drawing, Photography, Interior Design, Acting.