

ZORA FU

Unreal Artist

linkedin.com/in/zoraskyfu | zoraskyfu@gmail.com | zoraskyfu.com | artstation.com/zoraskyfu

PROFESSIONAL EXPERIENCE

Unreal Artist | Full Time - AUO

October 2024 - Current

- Fixed rigging using Blender for 2025 CES demo animation.
- Animated 2D effect using After Effect for HaptiFold.
- Set dressing the environment using Unreal engine 5 for AR-HUD demo.
- Built blueprint using Unreal engine 5 for PHUD car configurator.
- Built animation using Unity engine for 3D-AR-HUD demo.

3D Artist | Full Time - AI Pass Line

April - September 2024

- Animated 3D character using Maya and Blender for Uni-President AI customer service application.
- Modeled and textured using Substance Painter and Unreal Engine for a mixed-reality medical education application.
- Reduced topology for client-provided models using Blender and Maya for Kaohsiung MRT subway AI cat assistant.
- Modeled, textured, rendered, and created particle effects using Blender and After Effects for a Microsoft card game.
- Generated effects using node-based procedural generation in Unity for the Chiayi Iron Flower mixed-reality application.
- Animated 3D character using Maya for client-provided models in a somatosensory computer vision game for children.
- Created node-based generation AI tool for company images using Comfy UI.

3D Artist | Freelance - Destination Channel

August 2024

- Modeled, lighted, and rendered the 3D title animations using Blender for a USA film production company.
- Negotiated project timeline, considering customer expectations and budget, and provided regular updates to team leads.

Environment Artist | Freelance - Icy Box

March - April 2024

- Textured, lighted, and set dressing for a commercial product animation using Blender to be featured in German technical products.

3D Artist | Contract - SIXVFX

February 2024

- Modeled, texted, rigged, and animated 3D assets using AI generators, Blender, Maya, and Unreal for Howwork x Huber, a YouTube channel with millions of subscribers.

EDUCATION

Gnomon - School of VFX, Games & Animation

Los Angeles, CA, USA

Certificate in Digital Production - Emphasis in Game Art

Graduated 2023

- Selected | Gnomon 2023 Student Reel & Featured | Gnomon 2023 Student Gallery

Fu Jen Catholic University

New Taipei, Taiwan

Bachelor of Fine Art in Applied Arts - Emphasis in Computer Animation

Graduated 2020

- Salutatorian | Bachelor of Fine Art in Applied Arts & Featured | Fu Jen Catholic University 2018 & 2019 Student Gallery

AWARDS

Rookies Award 2023 - Game Development

- Award | Rookie of the Year - Rank A Certificate / Finalist / Draft Selection

Bahamut ACG Competition 2021 - 3D Animation

- Nomination | 3D Animation

Vision Get Wild Award 2020 - Multimedia Design

- Award | 3D Animation - Merit Award
- Nomination | 2D Animation / Creative Planning / Cross-Disciplinary / Experiment and Mixed-Media Animation

HONORS

Taiwan Original Animation Concert 2024

- Through the interweaving presentation of 3D animation and music, performed at the New Taipei City Arts Center.

Shoutout LA - 2024 Meet Zora Fu & Voyage LA - 2023 Conversations with Zora Fu

- Interviewed by Shoutout LA and Voyage LA magazines as a highlighted Los Angeles artist.

IN CG Media - 2020 Outstanding Graduation Project

- Interviewed by IN CG Media, a Taiwan media focusing on the computer graphics industry.

SOFTWARE & SKILLS

- Unreal Engine 4 & 5
- Maya / 3ds Max / Blender / ZBrush
- Nuke / Houdini / SpeedTree / Gaea / Marvelous Designer
- Substance 3D Painter / Substance 3D Designer
- V-Ray / Redshift / Eevee / Marmoset Toolbag 4
- After Effects / Premiere / Photoshop / Illustrator / InDesign
- Environment Creation
- Modeling & Sculpting
- Node-Based Generation & Simulation
- Texturing & Shading
- Lighting & Compositing
- Post-production & Graphic Design