

3D ARTIST CAROLINE LI

CONTACT

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- 🌐 <https://www.carolinel1.com/>

SKILLS

Blender - 3D modeling, animation, texturing, rigging, sculpting, physics stimulation, particle system

Adobe Suite - Photoshop, Illustrator, Premiere Pro

Other skills: Creo Parametric, Figma, Canva, Python Programming, Sound design - Logic Pro

EDUCATION

Digital Media Studies

University of Rochester

Fall 2022 - Present

Pursuing a degree in Digital Media Studies at the University of Rochester

GPA 3.94

LANGUAGES

English ██████████

Chinese ██████████

PROFILE

Creative and self-motivated 3D artist learning art and graphic design for the seventh year. Uses tools such as Blender and Adobe Photoshop to experiment with different artistic renderings and styles. Inspired by the vast possibilities of the digital space, I aim to invoke a sense of wonder and comfort in my graphics and projects.

PROJECTS

3D Artist & Art Director

Moonkube Studio

February 2024 - Present

- Co-founded Moonkube Studio
- Designed characters, modeled scenes, animated actions for game assets.
Created all 3D models
- Formulated logo design and brand identity

3D Animator

Personal Youtube Channel

2018 - Present

- Creates animated shorts in different artistic styles
- Utilizes 3D modeling technology like Blender to model, sculpt, rig and animate characters
- Uses Premiere Pro to sequence scenes and color grade
- Creates original sound and audio

PORTFOLIO

Website: <https://www.carolinel1.com/>

Youtube: <https://www.youtube.com/@lic6233>