

Jiaxing Gao

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Professional Experience

VISUAL DESIGNER | NEURAL IMAGE | 06/2023 - PRESENT

- Owned ComfyUI workflows and built reusable AE templates, reduced motion design time by 40%.
- Led 3D movie projects, designed scenes, shots, animations, models, and visual effects. Leveraged a diverse technology stack to accomplish challenging design tasks.
- Operated a matrix of social media accounts that increased the number of users by 50%.

3D GENERALIST | POLLINATE INC | 10/2022 - 06/2023

- Produced 50+ AR-ready product models.
- Developed fabric materials in Substance Designer, crafted textures for realism and authenticity to match the products.
- Streamlined modeling process and developed advanced Maya tools, increased productivity by 33%.

BUSINESS OWNER | SELF-EMPLOYED | 09/2022 - PRESENT

- Produced promotional videos to attract targeted audience, resulting in 300,000+ views
- Led game design for Happy Lane 403, resulting in 10,000+ Steam wishlists before release.
- Applied advanced knowledge of VFX and animation to design and produce stunning cinematic sequences.

TIME-SPACE DIMENSIONS STUDIO | DESIGNER | 11/2016 - 05/2019

- Completed the high-precision 3D scanning and reconstruction of the Chinese National Treasure: Qin bronze chariot No.2, produced a high-quality model and passed the project acceptance.

Education

- Digital Animation and Interactive Media – Master | 05/2022 | Ohio State University
- Software Engineering – Master | 07/2019 | Tianjin University
- Animation – Bachelor | 06/2017 | Tianjin University

Achievements

- 2D animation *Benjamin the Pig* got 4,500,000+ plays in 2021
- *Half-Hundreds Mirror* was screened at the 24th Busan International Film Festival
- *Qin Dynasty Carriage Driver* received the Tencent NEXT IDEA Special Award.
- NetEase Mini-game Finalist 2019, Provincial First Prize of NAADCCS 2014

Skills

- **2D:** Photoshop / Illustrator / After Effects / InDesign / ComfyUI / P5.js / Python
- **3D:** Maya / Blender / Unreal / Substance / Zbrush
- **Agile:** Jira / Trello