

Theodora Hui

Digital Artist/UI&UX designer
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Professional Experience

- Nov 2020 - current ST Electronics Training and Simulations (Engineer)
- Terrain and 3D modeling for experiment simulations
 - Used WPF to design & create the UI for experiments
- Nov 2017 - Oct 2019 ST Electronics Training and Simulations (Associate Engineer)
- Enhance the textures of 3D models of Buildings
 - Collect data during site survey(textures/3D lidar scanning)
- Feb 2017 - Nov 2017 Animagine (Associate Instructor)
- Conduct video/animation workshops
- June 2017 - July 2017 P'art 1 Design (3D Designer)
- Modeled 3D exhibition parts
 - Create an interactive Photo AR app in Zappar for Deepavali
 - Modeled and rigged a character for an Esplanade show
 - Assist the lead in doing final drawings for exhibitions
- May 2014 - Nov 2016 Hong Wei Global (Animator)
- Rigged humanoid characters and machines in Blender
 - Built an animation library of common crowd actions
 - Vertex mesh deformation (Facial rigging)
 - Knowledge in animation for games
 - Managed and taught interns Blender and Motion capture
 - Imported animations into Unity and Godot for quick prototyping
 - Created animations with AE for SG Youth Festival 2016
- June - Nov 2010 Sunwoo (3D animator)
- Created layouts and animated scenes in Special Agent Oso Season 2(Preschool TV series) in Maya

Education

- Sep 2011 - April 2014 BA of Fine Arts in Digital Art and Animation, DigiPen
- June - Dec 2009 Advance Cert (Animation), CG Protege
- April 2007 - March 2009 Diploma in Digital Media Design, Nanyang Polytechnic

Software Skills

Maya, 3DS Max, Blender, Unity, Adobe Suite(Photoshop, Illustrator, After Effects, Premiere)
Substance Painter, Unity, Figma

Project Experience

- Sep 2013 - April 2014 Earthrune, Producer/Animator, DigiPen Action Game (<https://www.facebook.com/earthrune>)
- In game animations for Enemies
 - Production management for a team of 16
 - Modeled Forest Boss
 - Animation for Cinematic opening

Additional Information

Dedicated worker, passionate about animation/games/drawing, willingness to learn, creative, patient, good communication skills