

# GAOGE REN

## EXPERIENCE

### CONTACT

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626 375 3923  
Pasadena, CA

### EDUCATION

Art Center College of Design  
Bachelor of Science with  
Distinction  
Entertainment Design  
GPA 3.809 / 4.0  
Pasadena, CA  
Jan 2019 - Apr 2023

### SKILLS

- MAYA
- Zbrush
- Blender
- Substance Painter
- Photoshop
- After Effect
- Toon Boom Harmony
- Toon Boom Storyboard

#### Intern | Jun 2020 - Jun 2021

Nanjing Yuanguang Industry Company - Nanjing, China

- Acquired 2D, 3D animation skills in real-life commercial setting from a media company by interning there for one year.
- Served as a producer assistant to produce a TV animation "ALLEY-OOP" by working closely as a team of 50. Gained over 114 million views within 2 weeks.

#### Freelancer | Oct 2020

- Contracted by Tencent Video to create a 15s intro animation for "China Youth Director Support Program" promotional video using Procreate and After Effect.
- Contracted by Yili Company to create a 15s animation commercial for Yili Company's new product using Toon Boom Harmony. Yili is the largest dairy company in China.

#### Teaching Assistant

Art Center College of Design - Pasadena, CA

#### Modeling 2 | May 2022 - Aug 2022

- Assisted the instructor and students in all class related questions, including resolving technical issues, such as how to create shortcuts and use rare-use functions in ZBrush and Maya.
- Gave character sculpting, retopology, and uv map unwrap demonstrations during class.
- Answered students' questions during class and outside office hours.

#### 2D Animation 2 | Aug 2022 - Aug 2022

- Responsible for posting weekly tasks and collecting weekly assignments for class of 11.
- Gave feedback, including helping students to modify their works in order to enhance the silhouette and movement.

## SCHOOL PROJECTS

#### Director, Producer

CG Animation Project: "Purranormal Cativity" | Sep 2021 - Apr 2022

- Led the creation of the main characters and storyline of the 3-minute CG animation.
- Worked as a director and producer to reorganize the timeline and workflow of an 8-person team.
- Managed the entire process of CG animation production, including story script writing, storyboard, visual development, modeling, rigging, animation, lighting and editing.

#### 3D Artist

CG Animation Project "Bad Apple" | Jan 2020 - Apr 2020

CG Animation Project "Midnight Shift" | Jan 2022 - Aug 2022

Game Project: "Ao Shu SpellSlinger" | Jan 2022 - Apr 2022

#### 2D Animator

2D Animation Project "Heart of gold" | Sep 2020 - Apr 2021

2D Animation Project "Mulberry" | May 2021 - Aug 2021

2D Animation Project "Dr. Funk" | Sep 2022 - Dec 2022