

FRED ZENG

CG Character Animator

WORK EXPERIENCE

Freelance 3D animator

Jan 2025 - Feb 2025

- Worked at Shanghai Lingyu Cultural Media Co., Ltd. as a remote contract 3D animator.
- Worked on Boss ultimate animation and VFX for an unannounced patch of the game Honkai: Star Rail.
- Communicated closely with the animation supervisor to meet tight deadlines and produce industry standard animation.

Freelance 3D animator

Nov 2024 - Dec 2024

- Worked at Shanghai Lingyu Cultural Media Co., Ltd. as remote contract 3D animator.
- Worked on creature animation and VFX for an unannounced patch of the popular game Honkai: Star Rail.
- Communicated closely with the animation supervisor to meet tight deadlines and produce industry standard animation.

Teaching Assistant

Sep 2022 - April 2024

- Assisted and critiqued over 40 students in two modeling classes and CG animation classes.
- Class file management.
- Helped communicate and provided feedback between student and professor.

PROJECTS

TALL WALL

Sep 2022 - April 2024

Animation Lead, 3D Character Animator, 3D Modeler

- A school Animation Capstone project illustrating the story about people living in a futuristic imaginary city (Las Nieves) under small pox pandemic.
- Managed and distributed tasks to the team, collaborated with other department to set up animation schedules.
- Lead a team of 8 animators, Critiqued and gave feedback to teammates.
- Practice in industry standard feature animation pipeline to produce various animation shots.
- Received many accolades in such as Excellence Award in the Rookies, Best Animation at the Apex Awards, Semifinalist position at the New York Animation Festival and Selected to be screen at LA Film festival.

NO VACANCY

Jun 2023 - Aug 2023

3D Modeler

- A school Animation Capstone project illustrating A Cult related horror Story.
- Practice in industry standard feature animation pipeline to produced models and props for animation.
- Modeled a character and produced UV maps for the texture department.

AO SHU SPELLSLINGER

Jan 2022 - May 2022

3D Character Animator

- A 40 person school Game Capstone project. Created an isometric action RPG in a magical industrial revolution ancient China.
- Collaborated with a team of 7 animators, modelers and riggers.
- Collaborated in industry standard pipeline to produce animation for in-game characters.
- Created iterations for multiple character animations including swipe attack, pounce attack and idle.

EDUCATION

Lupin House

Animschool

2024 Dec

ArtCenter College of Design

2024 April

- Graduate with Honors
- Bachelor of Science (BS) in Entertainment Design (Animation)
- Merit Scholarship upon acceptance, Provost's List Sep 2021 - April 2024

CONTACTS



(236) 501 0603



zxmfredwork@gmail.com



[Fred Zeng 3D animator](#)



[Fred 3D animator](#)

SKILLS

SOFTWARE:

- Maya
- Zbrush
- Unreal
- Premiere
- Photoshop

SPECIALTIES:

- 3D Character Animation
- Modeling
- Lighting

LANGUAGE:

- English
- Mandarin
- Cantonese