(Kaylee) Tian Lin Tan

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EDUCATION

Ringling College of Art & Design, Sarasota, FL
Bachelor of Fine Arts, May 2023
Major: Computer Animation, GPA: 3.82/4.0

CG Master Academy, Online
Completion of Intro to Production Modeling Course
with Jonathan Lin, September 2021

ANIMATION and 3D MODELING EXPERIENCE

Computer Animator, Ringling College of Art & Design, Sarasota, FL, January 2020 – Present
As part of an animation course, produced 15-second scenes to demonstrate weight, force, and character acting:
• Rigged and animated character pose-to-pose
• Developed animation with thumbnails and storyboards, based on video reference and class critique
• Polished character animation with feedback from faculty and peers, focusing on broad moments and subtle acting moments
• Animated traditionally using Blue Pencil in Maya to plan animation before animating in 3D
• Participated in a 6 week Acting Workshop

Lead Layout Artist, Footprint Animation, Online, June 2021 – August 2021
• Collaborated with team members and volunteered on the short film, Footprint
• Translated storyboards to 3D blocking of scene
• Animated cameras, characters and props for assigned shots
• Communicated ideas with director during critique sessions and implemented changes

CG Generalist, Ringling College of Art & Design, Sarasota, FL, August 2019 – Present
As part of an animation course, designed and developed sets for 15-second animation scenes
• Designed character and environment and researched outdoor lighting
• Modeled, developed the look and rigged character, environment and props, lit 3D environment

LEADERSHIP and DESIGN EXPERIENCE

Volunteer Assistantship, Ringling College of Art & Design, Sarasota, FL, Fall 2019 – Present
• Selected for the Lazarus Engaged Learning Assistantship Program
• Co-led a group of 10 students for CCA day event to develop a recipe book for Children First
• Communicated with the volunteer coordinator and worked together with writer on illustrating children poem book for Children First
• Currently developing a children's story book for Children First

Computer Animation Lab Monitor, Ringling College of Art & Design, Sarasota, FL, Fall 2021 – Present
• Communicated with supervisor and colleagues to enforce computer animation department rules
• Assisted and advised underclassmen and peers
• Handled technical issues and troubleshooting during open lab hours

Multimedia Designer, AviationLearn Pte Ltd, Singapore, Dec 2018 - June 2019
• Co-led designated group for development of website for client work, organized weekly meetings
• Designed user interface (UI) for prototype application and website
• Created 2D and 3D designs for E-learning courseware

PERSONAL

Software proficiency: Advanced knowledge in Autodesk Maya, Zbrush, Nuke, Substance Painter, Adobe Photoshop, Adobe Premiere Pro; Basic knowledge in Keyshot, Unreal Engine, Adobe Illustrator, Adobe After Effects, Adobe Animate

Traditional art skills: Traditional Animation, Practical Sculpting

Language proficiency: Fluent in English, Mandarin Chinese, basic Japanese