

Naicheng Liu

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EDUCATION

University of Southern California, Los Angeles, CA
Master of Fine Arts, Animation and Digital Arts, May 2024,
GPA 3.92/4.0

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts, Computer Animation, May 2020,
GPA 3.53/4.0
Senior Film: *Tricked*, Student Academy Award Finalist

PROFESSIONAL EXPERIENCE

- Character Designer**, Seventy-Two Productions, Beijing, China Dec. 2021 -- Aug. 2022
- Designed and developed characters for an unannounced animated feature film set in the Three Kingdoms in ancient China.
 - Developed and explored the protagonist character and antagonist character designs and costumes.
 - Designed, developed and finalized over 20 supporting characters, including horse, creature, and soldiers.
 - Researched, explored and designed swords, weapons, props and architectural details.
 - Created, designed and developed over 50 pages of expressions and emoting poses for 14 characters including the protagonist.
 - Drew and developed character turnarounds.
- Character Designer**, Seventy-Two Productions, Beijing, China Mar. 2021
- Developed and explored all characters for an unannounced animal-based animated feature film.
- Character Designer**, Seventy-Two Productions, Beijing, China Oct. 2020
- Developed and explored 10 versions of the protagonist character based on coconut for an animated feature film.
- Character Designer**, Splash Entertainment, Woodland Hills, CA Aug. 2020
- Developed and explored 3 instrument characters for *Symphony Street*, an animated series.
- Character Designer and Visual Development**, Ringling College of Art and Design, Sarasota, FL May 2020
- Designed 4 main characters as appeared in collaborated senior thesis film "Tricked," one of the Finalist animated short films in the Student Academy Awards 2020.
 - Researched and explored over 60 versions of the characters, props, and environment for "Tricked."
 - Created and storyboarded original picturebook "Thief," a prototype of collaborated senior thesis film "Tricked."
 - Designed and developed 3 main characters and major props for thesis pitch "Bulbank."
 - Created 15 characters for 5 3D animation projects. Modeled and textured the characters.
 - Drew and stylized 14 characters for 7 animatic projects including "Paciflier," "Lit Up," "TrapeZombie," etc.
 - Sketched and ideated 3 characters for 3 traditional animation projects, including Caveman, Crazy Monkey, and Ninja Weasel.

SERVICE EXPERIENCE

- Volunteer Set and Prop Designer**, University of Southern California, Los Angeles, CA Apr. 2022
- Designed and painted key sets and props, including god statues and paper dolls, in the award-winning independent short film "Joss Lotuses To Grandma."
 - Designed and painted animated fishes in the independent short film "Summer Dream."

AWARDS / RECOGNITIONS

- Honorable Mention**, received at 2019 World Lemur Festival Juried Exhibition, Sarasota, FL Painter Oct. 2019
- Finalist**, ("Tricked") the 47th Student Academy Awards, Hollywood, CA Creator Aug. 2020
- Finalist** (Best Student Animation Film), ("Tricked") Student Los Angeles Film Awards, Hollywood, CA Creator Aug. 2020
- Selected**, ("Tricked") Festival Internacional de Cinema de Comedia de Begur, Begur, Spain Creator July. 2020
- Selected**, ("Tricked") Best of Ringling Exhibition 2020, Sarasota, FL Creator May 2020

SKILLS AND TECHNIQUES

- Traditional Art Skills:** Outstanding Painting Skills. Expert in linear perspective and figure drawing. Expert in using charcoals, gouache, color pencils, watercolor
- Software Application:** Expert in Adobe Photoshop, Adobe Premiere, TVPaint Animation, Maya, Zbrush, Nuke. Advanced proficiency in Adobe InDesign, Adobe Illustrator, Adobe After Effects
- Personal:** Cooking, Swimming, Ping Pong, and Shrimp Keeper