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# HUASHEN HUANG

3D Generalist

## INTRODUCTION

I am a 3D Environment Lighting designer,  
based in New York. Currently studying BFA Computer art in School of visual art.

## EDUCATION

School of Visual Arts  
Computer Art Graduated in 2023

## EXPERIENCE

Completed the graduation short film "Golconda"  
all the pre-production works and all post-production works

## SKILLS

- Low / High poly modeling, unwrapping and texturing
- A developed eye for image composition and style
- Knowledge in Photography, 3D Animation and Color Correction
- Creation of Environments and Landscapes for Archviz or Gaming Industry
- Capacity to handle multiple projects and deadlines
- Consultant in Technology and 3D softwares

Maya  
ZBrush  
Unreal

Premiere Pro  
Adobe After Effects  
Blender