

# Xiaokang Hao(Sean)

Texture & Lighting Artist

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## EXPERIENCE

- **Thesis Project - "Alien"** - Short animated film - 2018 - 2020  
My thesis which is Directed by myself. Responsible for texture & lighting, Scene layout, and compositing.
  - **Texture Artist - "Sweet Friendship"** - Short animated film - StudioX - 2018  
Responsible for texture painting, grooming, lighting, and compositing.  
Software used: Maya, Mari, Nuke, Vray renderer, and Xgen hair system.
  - **Texture Artist - "Good,Bad & Beautiful"** - Short animated film -StudioX - 2018  
Responsible for texture painting.  
Software used: Mari, Substance Painter
- "StudioX" is an in house studio program at the Academy of Art University that teaches students about collaboration and studio life.*

## SKILLS

- **Primary Skills** - Texture & Lighting
- **Secondary Skills** - Modeling, Compositing
- **Software** - Maya, Mari, Zbrush, Nuke, Mudbox, Photoshop, Substance painter

## EDUCATION

- **Academy of Art University, San Francisco - MFA**  
2017 – 2020(spring)  
Majoring Visual Effects, the direction of texture & lighting
- **Beijing Film Academy-Modern Creative Media College, Qingdao-BA**  
2011 – 2014  
Majoring film art design

## LANGUAGES

English and Mandarin

