

TINGYUE CINDY SHANG

3D Generalist
New York, NY

PORTFOLIO:

tingy00.com

CONTACT:

ccindyshang2004@gmail.com

in/tingy00

SOFTWARES

3D: Maya

Zbrush

Houdini

Unreal Engine 5

Arnold

Texturing: Substance Painter

Substance Designer

Mari

Compositing: Nuke

Others: Unity

Python

Adobe Suite

AWARDS

SVA Alumni Scholarship Award
Recipient 2026

Scholastic Arts & Writing
National Recipient 2022

PROFILE

3D Generalist focused on environment design and technical workflows, with experience in modeling, compositing, and pipeline development. Experience in real-time environment creation in Unreal Engine 5, with a strong interest in building assets and developing procedural workflows.

PROJECT EXPERIENCE

▪ *The Dance of Falling Leaves* - Animated 3D Short Film

Dec 2024 - May 2026

Co-director

- Designed & modeled stylized environments & Characters for Thesis film
- Led Mocap cleanup & Animation Pipeline for 20+ shots using Maya
- Composited final sequences using Nuke

▪ *Subway Environment Project*

Nov 2025 - Dec 2025

- Built and lit real-time environments in Unreal Engine 5, focusing on set dressing, foliage and scene composition
- Optimized assets and lighting for real-time rendering

▪ *Collaborative Commercial Project*

Sept 2024 - Dec 2024

Environment & Props artist

- Modeled and textured environment assets and props
- Contributed to visual development and scene consistency across team assets

WORK EXPERIENCE

Lab Assistant - School of Visual Arts

New York, NY

Nov 2023 - Dec 2024

- Managed and maintained 3D lab equipment and render resources
- Assisted students with troubleshooting across Maya, Unreal, and Nuke workflows

EDUCATION

BFA 3D Animation and VFX

School of Visual Arts

New York, NY

Sept 2022 - May 2026

- Silas H. Rhodes Merit Scholarship Recipient
- SVA Alumni Scholarship Award Recipient
- **Mentoring Advice and Relationship Services (MARS) Club Mentor**, weekly meetup with mentee to aid their progress, research creative solutions to troubleshoot problems.