

# TINGYUE CINDY SHANG

Creative Artist |  
Art & Visual Projects

## PORTFOLIO:

tingy00.com

Thesis Project (link)

The Rookies Page (link)

## CONTACT:

ccindyshang2004@gmail.com

in/tingy00

## SKILLS

### CREATIVE & CONTENT

Visual research  
Presentation / deck design  
Content development  
Project documentation  
Visual storytelling  
Social content

### SOFTWARE

Adobe Creative Suite  
DaVinci Resolve  
Microsoft Office / Excel  
Keynote  
Maya / Unreal Engine / Nuke  
Other 3D / VFX tools

### LANGUAGES

Mandarin Chinese - Native  
English - Native

## AWARDS

SVA Alumni Scholarship Award  
Recipient 2026

SVA Alumni Choice Award 2026

Scholastic Arts & Writing National  
Recipient 2022

## PROFILE

SVA graduate with experience in international art and visual media environments. Experienced in creative project development, visual research, presentation, documentation, and cross-team communication, with a strong interest in contemporary art, cultural projects, and international artist collaboration.

## PROJECT EXPERIENCE

### The Dance of Falling Leaves - Animated 3D Short Film

Dec 2024 - May 2026

**Co-director**

- Co-directed an award-winning animated short from concept development through final production
- Coordinated creative development, visual research, production workflows, and final presentation
- Collaborated across environment design, animation, compositing, and post-production using Maya and Nuke
- SVA Alumni Choice Award 2026

### 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

- Supported students in an international creative and academic environment
- Communicated technical and creative information clearly across Maya, Unreal, and Nuke workflows
- Managed shared equipment, render resources, and day-to-day lab organization

## INDUSTRY ENGAGEMENT

SIGGRAPH (2025, 2026), LightBox Expo - attendee; participated in industry talks, artist presentations, and networking events.

## 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 meetings supporting mentee progress and creative problem-solving