



Xinyu Deng

LAYOUT ARTIST

Profile

I am a Junior level 3D Layout artist with camera work in Autodesk Maya and layout asset in Unreal Engine 4. Layout & Previs department is my first choice that I want to work in, but I also have 3D Animation, Modeling and Editing skills. I have spent 5 years in education of Animation, this should be based on my great passion on 3D animation industry.

Employment History

Layout Artist, UTS Animal Logic Academy, Sydney

JANUARY 2020 – DECEMBER 2020

Cashier, Speedway, North Ryde

NOVEMBER 2017 – JUNE 2018

Part-time Job

Cashier, Chicken Shop in Macquarie Centre, Macquarie Park

NOVEMBER 2018 – JUNE 2019

Part-Time Job

Education

Bachelor of Design in Animation, University of Technology Sydney, Sydney

MARCH 2016 – DECEMBER 2019

Master of Animation and Visualisation, University of Technology Sydney, Sydney

JANUARY 2020 – DECEMBER 2020

References

Alex Weight from UTS Animal Logic Academy

Alex.Weight@uts.edu.au

Matt Gidney from UTS DAB

matthew.gidney@uts.edu.au

Courses

STATEMENT OF ATTAINMENT IN PHOTOGRAPHY & DIGITAL CAMERA SKILLS, TAFE

OCTOBER 2017 – JANUARY 2018

Details

0403085658

sherry961996@gmail.com

Links

[linkedin](#)

[Website](#)

[Showreel](#)

Skills

Autodesk Maya

Adobe Photoshop

Final Cut Pro

Adobe After Effects

Substance Painter

Houdini

Unreal Engine

Hobbies

Playing Badminton, Watching Movies, Playing PC games and Filming Vlogs

Languages

English

Chinese (Mandarin)