Gabriel Li

Character Animator | Visual Development | Editor

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Experience

3D Animator/Layout Artist

2017-Present
- Animated and did layout for dialogue and body mechanics shots at Animation Mentor. (2021-2022)
- Animated and did layout for multiple shots in animated short film "Arrival" (2021).

Concept Artist/Storyboard Artist

2017-2022

Designed cartoon snake character for animated short for an animation club in university (2019)
Designed spaceship, storyboarded, and directed for animated short for animated short "Arrival" (2021)
Storyboarded for multiple university projects. (2017-2021)
Storyboarded personal projects and animated shots at Animation Mentor. (2021 - 2022)

VFX Artist

2017-2021
- Integrated motion capture data into Houdini and Maya. Motion capture cleanup in Maya.
- Rendered smoke, fire, dust, and explosion effects in Houdini.
- Produced rigid body destruction physics in Houdini.

Editor

2017-Present
- Experience with integrating Maya and Houdini renders in After Effects.
- Shot, cut, and editing of live action footage, and integrating visual effects into live action footage.

3D Modeller

2017-2021
- Procedurally modeled architecture in Houdini.
- Modeled and textured props for animated short film "Arrival" in Maya. (2021)
- Modeled props in Maya for animation club at Purdue University. (2019)
- Experience with lighting in Houdini and Maya for multiple university projects.

2D Animator

2013-Present
- Animated frame by frame animation for personal and university projects.

Education

Purdue University - BS in Visual Effects and Animation
Aug 2017-Dec 2021
Animation Mentor - Certificate of Completion
Jul 2021 -Dec 2022

Skills

- Proficient character animator with Autodesk Maya. Experienced with layouts for animated shots. Flexible with other 3D animation software.
- Experienced with storyboarding, creating concept art, other forms of digital illustration
- Experienced with editing in Adobe After Effects, Adobe Premiere Pro
- 3D modeling/animation/simulation software: **Maya**, **Houdini, Blender**
- Graphic Design Software: **Adobe Photoshop**, **Adobe Illustrator**, **Krita**, **Gimp 2**, **Sketchbook Pro**.
- Editing Software: **Fusion, Adobe After Effects, Adobe Premiere Pro**