# Zejia Song

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https://www.zejia.art/

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## Education

Bachelor of Arts in 3D Animation and VFX                    Graduating in 2026
*School of Visual Arts; New York City, New York*                    GPA: 3.813

## Professional Summary:

Motivated and aspiring 3D Artist. Skilled in creating 3D models, textures, and VFX compositing with a strong foundation in industry-standard tools such as Autodesk Maya, ZBrush, Substance Painter, and Nuke. Seeking an internship opportunity to gain hands-on experience.

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## Skills:

3D Modeling: Low-poly and high-poly modeling, hard-surface modeling, and organic sculpting
Texturing: PBR workflows, UV mapping, and material creation
Animation: Keyframe animation and basic rigging
Rendering and compositing
Programming: Python in Maya and basic C#
Soft Skills: Strong communication and teamwork abilities

## Software Known:

Autodesk Maya, ZBrush, Unity, Basic knowledge of Unreal Engine, Marvelous Designer, Substance Painter, Marmoset Toolbag, Mari, Nuke, Particle Illusion, Adobe After Effects, Adobe Illustrator, Adobe Premiere Pro, InDesign, and Adobe Photoshop

## Work Experience:

- SVA Pre-college Student Assistant                              Summer 2024
- Visual Designer Internship for Namefi by D3Serve Labs Inc.        Spring 2025

## Project Experience

- Created a one-minute-long 3D animation as a freshman, featuring two fully rigged models
- Collaborated with two classmates to produce a 30-second short Christmas commercial
- Started and managed a custom-made bear bag business during middle school, building an online following and handling all aspects of the business independently