

Congwen Xu

Fabricator, 3D Modeler



CONTACT

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EDUCATION

Master of Fine Art [Animation]
Savannah College of Art and Design
2019 - 2023

Bachelor of Fine Art [Fine Art]
University of Cincinnati
2014 - 2018

SKILLS

Manual:

- Clay Sculpting
- Armature construction
- Mold making
- Casting in silicone and plastic
- Power tool
- Metal welding
- Laser cutting
- 3D printing

Digital:

- 3D modeling (Maya, Zbrush)
- Substance Painter
- Photoshop
- Illustrator
- Compositing (After Effect)
- Microsoft Suite

Other:

- Strong organizational and managerial capabilities
- Excellent verbal and written communication skills

AWARDS & CERTIFICATIONS

Global Game Jam 2023, Best Art
Savannah College of Art and Design |
Feb 2023

Global Game Jam 2021, Best Art
Savannah College of Art and Design |
Feb 2021

Global Game Jam 2020, Best Use of
Themes
Savannah College of Art and Design |
Feb 2020

Director's Choice Award
University of Cincinnati | Apr 2018

SUMMARY

Creative and detail-oriented Fabricator and 3D Modeler with extensive experience in sculpting, mold making, and digital design. Known for excellent verbal and written communication skills, high organizational capabilities, and strong managerial skills. Adept at collaborating with teams to produce high-quality animation and design projects.

WORK EXPERIENCE

3D Printing and Laser Cutting Specialist (Fabricator)

Swaybox Studios | Aug 2023 – Present

- Expertly operate and maintain a fleet of 3D printers and laser cutting machines, ensuring peak performance and minimal downtime.
- Efficiently prepare and manage complex files for 3D printing and laser cutting with precision.
- Proactively track and optimize inventory of printing materials, ensuring seamless workflow.
- Skillfully assemble and refine 3D printed parts to meet stringent quality standards.
- Diligently maintain and clean equipment and workspace daily, fostering a safe and organized environment.
- Collaborate effectively with cross-functional teams to consistently meet project deadlines and exceed quality expectations.

Stop-motion Studio Technician

Savannah College of Art and Design | Apr 2021 – Feb 2023

- Supervised and assisted students with multiple material model making for stop-motion animation projects, maintaining a clean and organized workshop.
- Trained and supervised 10 student workers, collaborated with faculty on projects, and conducted workshops on armature building and miniature set construction.
- Managed inventory and coordinated with purchasing department for workshop supplies and equipment.

3D Modeler, Graphic Design and Animation

Alexis Day Agency | Mar – Jul 2021

- Collaborated with the team to establish art standards and style
- Created high-quality 3D models, textures, and PBR materials for hero assets, low-poly environment assets, and modular architecture pieces

Graphic Designer (Remote)

Cutieful | Jan – May 2019

- Designed artwork for catalogs, flyers and apparel
- Completed company design projects promptly

3D Modeler & Environment Artist

UCSIM Center for Simulations & Virtual Environments Research | Jun – Aug 2018

- Developed 3D character models and animation assets for simulation systems and gameplay using Unity3D game engine.
- Created low and high poly character models for 3D virtual and augmented reality applications, including 2D skin and texture design.