

KATIE TSCHANG

3D Generalist

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<https://www.katietschang.com/>

EDUCATION

School of Visual Arts

BFA, 3D Animation and VFX

Expected Graduation Date

May 2026

- Term Honors - Spring 2024
- High Term Honors - Fall 2023
- Open House Panelist - Fall 2023
- Term Honors - Spring 2023
- Silas H. Rhodes Scholarship

SKILLS

Character Modeling
Character Animation
Character Rigging
Xgen Hair Grooming
nCloth Simulation
Environment Modeling
Storyboarding
Lighting
Communication
Leadership
Teamwork

PROGRAMS

Autodesk Maya
Nuke (Foundry)
Marvelous Designer
Adobe Creative Suite

- Substance 3D Painter
- Premiere Pro
- After Effects
- Photoshop
- Illustrator

Arnold
Python
Java

LANGUAGES

English - Native
French - Intermediate

EXPERIENCE

School of Visual Arts, New York

3D Animation Club President

2024 - Present

- Attend department meetings, correspond with guest speakers, design posters
- Plan and facilitate club meetings

Communications Student Worker - Communications Department

2024 - Present

- Use Sprout Social to queue posts on multiple platforms including Instagram, Threads, X, Pinterest, and LinkedIn
- Create content and build CMS features

Lab Assistant - 3D Animation and VFX Department

2023 - Present

- Assist students with software related technical problems
- Enforce lab safety policies

Open House Student Panelist

2023 and 2024

- Answer questions about SVA Experience and give advice

ProSkate Ice Arena, New Jersey

2018 - 2023

Ice Skating Coach, Summer Camp Counselor, Skate Guard

PROJECTS

‘Chiquito,’ ‘Intrepid,’ ‘Brick by Brick,’ ‘Alien Hunter,’ ‘Upstream,’ ‘Sun Guy and Moon Guy,’ and ‘Starving Snowball’ - Senior Thesis Films

Completed 2025

Character Animator

- blocking, spline, mo-cap cleanup

‘Bye Bye Baby’ - Junior Year Short Film

Completed 2024

- Modeled, rigged, and animated characters
- Worked with group members think up and develop a story
- Assisted in editing

‘Aqui,’ ‘Memory Lane,’ ‘Claws and Order,’ and ‘Broadway Blues’ - Senior Thesis Films

Completed 2024

Prop and Character Animator

- Communicated with Director/Animation Lead
- Blocking Animation
- Spline Animation

‘Beach Trip’ - Senior Thesis Film

Completed 2024

Asset Modeler

- Communicated with Project Look Development Lead
- Asset Modeling

‘The Last Pearl’ - Freshman Short Film

Completed 2023

In charge of all aspects

- Storyboarding, Environment and Character Modeling, texturing, and animation