JIAQI KANG

Unreal Engine Artist | 3D Environment Artist

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REFERENCES

Natasha Sandmeier|*natasha.sandmeier@gmail.com*
Executive Director of A+D Museum
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Founding Principal of hyperSity Architect Office
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WORK EXPERIENCE

FOSTER AND PARTNERS | *3D Artist*
London, UK |Aug. 2024-present
- Responsible for the visual representation and production of visual artwork for all projects from sketch through to photorealistic imagery, whilst assisting in the design process.
- Creating 3D digital artwork, depicting and influencing design proposals for Foster buildings and products during all stages of a project.

K.LAND | *Co-founder&3D Artist*
Los Angeles, CA |Nov. 2023-present
- Created fantasy 3D environments for independent film productions in UE5.
- Delivered an animation trailer for the Persian relic project "Fire Temple", including environment, MetaHuman, character costume, rigging and VFX, by modeling in Maya MD and rendering in UE5.
- Provided architectural visualization services for several hospitality and housing projects, contributing to spatial and lighting design enhancements.
- Concept animation for Mars Shelter showing future structure and live system.

A+D MUSEUM | *Volunteer*
Los Angeles, CA |Jun.-Jul 2023
- Set up exhibition space, installed technical devices, ensuring seamless execution.
- Conducted audience-feedback interviews through videography and video editing.

CENTRAL ACADEMY OF FINE ARTS|*Research Assistant*
Beijing, China|May. 2018- Apr. 2021
- Designed for countryside renovation projects, organized relevant exhibition.
- Led bid Product teams of 2022 Beijing Olympic Torch and Medal, composed proposal, covering design, rendering, presentation, and budget. Maintained communication between the Committee, team members, and 3D Print factory.

HYPERSITY ARCHITECTS|*Designer&Visualizer*
Beijing, China|Jul. 2017- Feb. 2019
- Visualized architectural projects and created diagrams, which was featured on Archdaily. Modeled and rendered in concept proposal.
- Provided concept generation diagrams with scenes to demonstrate spatial layouts, featured on Archdaily. Modeled customized furniture with detailed drawings by Rhino and AutoCAD.

EDUCATION EXPERIENCE

UNIVERSITY OF CALIFORNIA, LOS ANGELES|*Master of Science, Entertainment Studio*
Los Angeles, CA|2022 – 2023
- GPA: 3.98/4; Graduated with distinction; Specialized in UE5, World Building, Virtual Production.
- Graduation UE5 projects achieved animation awards and A+D Museum exhibition in LA.

CENTRAL ACADEMY OF FINE ARTS|*Bachelor of Architecture*
Beijing, China|2015 – 2020
- GPA: 3.8/4; Outstanding Graduation Design; Focused on Conceptual Design.
- Annual CAFA scholarship(2017-2019).

UNIVERSITA IUAV DI VENEZIA|*Exchange student*
Venice, Italy|2019

SKILLS

- Rendering: UE5 (Lighting, Camera setting, Meterial, Partical System, Level Sequencer, Keyframing).
- Modeling: Maya, Blender (Rig, Simulation), Rhinoceros (Nurbs, Sub-D, GH), Marvelous Designer.
- Graphic: Adobe Photoshop, InDesign. Illustrator, Premiere Pro, After Effects, Substance Painter.
- Language: English and Mandarin; Italian learner