

HUI JUN SEAH

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ABOUT ME

Hello! I am Hui Jun Seah, a recent graduate of Digipen Institute of Technology. While I would say my specialization is in 3D modeling, I would be keen in opportunities with other aspects of 3D animation production.

PROJECT

3D Solo Project: DONUT!

Fall 2017- 2018 Spring

Responsible for all aspects of the film, from the concept of the story, character and assets to the final animated product.

EXPERIENCE

ST Engineering Electronics Prop Artist Intern

Sept 2018 - Current

Tasked with retopology of assets, creating both high poly and low poly models to be used in Unity.

DMIT, Singapore Polytechnic Intern

Oct 2013- Jan 2014

Helped in school projects and activities such as preparation for the school's graduation show. Oversaw the photoshoots for the students' portfolio profiles in the graduation show's website. Tasked with modelling and texturing one of the M.A.D (Media, Arts and Design) studio facilities.

Monstrou Studios Animation Intern

Apr 2013- Oct 2013

Tasked with the cleanup of motion capture (MoCap) data and further character animations. Managed MoCap sessions and production spreadsheets.

SKILLS

Autodesk 3DS MAX



Autodesk Maya



Unreal Engine



Adobe Premier Pro



Adobe Photoshop



Autodesk Motion Builder



Adobe After Effects



Vicon Blade



EDUCATION

DigiPen Institute of Technology

Bachelors of Fine Arts in Digital Art and Animation
Sept 2014 - Mar 2019

Singapore Polytechnic

Diploma in Digital Animation
Apr 2011- Jan 2014