

# Johnson Qiang

3D Artist | Animator

Portfolio Site:

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## EDUCATION

MFA Computer Arts

School of Visual Arts, 2024 – 2026

Honours Bachelor of Animation

Sheridan College, 2020 – 2024

## EXPERIENCE

**Graffiti Artist** | Aug 2025

- Designed and painted large-scale murals for military facilities in Taiwan.

**2D Animator** | Aug 2024 – Sep 2024

- Designed and produced a short opening title animation for Elka's 50th Anniversary gala.
- Developed storyboards, animatics, and final compositing using Toon Boom Harmony.

**3D Animation Research Assistant** | SIRT Centre | May 2023 – Aug 2023

- Collaborated within a team to develop procedural human models in Houdini for scalable character creation.
- Created base 3D models in Houdini to support procedural workflows and asset development.
- Designed and implemented procedural hair generation systems using node-based techniques.
- Contributed to integrating assets into real-time pipelines with Unreal Engine.

**Content Creator** | 2019 – PRESENT

- Produced and published original animated content on Bilibili, growing channel to 39K+ subscribers and 9M+ views.
- Developed content strategy that increased audience engagement and retention.

## AWARDS

**Nominee** | The Park

Montreal International Animation Film Festival | Aug 2024

**Award Winner** | The Park

Anti-War International Independent Film Festival | Sep 2024

## SKILLS

Maya | Substance 3D Painter | Photoshop | Toon Boom Harmony | Nuke | Houdini | Dragonframe

Fluent in English, Proficient in Mandarin