



DIANA HUANG

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Los Angeles Area

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EDUCATION:

University of Southern California: School of Education, Masters in Art in Multiple Subject Teaching, Spring 2015
Otis College of Art and Design - BFA, Digital Media, Graduated Spring 2007, with Honors
University of Southern California: School of Fine Arts, BFA of Fine Arts; Graduated Spring 2001

COMPUTER SKILLS: Maya, After Effects, Final Cut Pro, Silhouette, Flash, Dreamweaver, Photoshop, Illustrator
ART SKILLS: Drawing, painting, sculpting, storyboarding, traditional 2D animation, pottery wheel
LANGUAGES: Chinese (native speaker), German (4 years)

EXPERIENCE:

February 2016 – Present

Traditional and Digital Art Teacher, *Irvine Math Academy*, Irvine, CA.

The Art Workshop is a k-12 after school art enrichment program I created. The small sized classes allow for greater personalized instruction in drawing, watercolor painting, sculpting, animation and 3D modeling.

September 2003 - Present

Drawing/Cartooning/Art Teacher *Irvine Chinese School* Irvine, CA.

Teach 3-12 graders drawing, coloring & storytelling. I do this on Sundays only during the regular school year. I also teach the art classes for the summer camp hosted at the cultural center where the Chinese school is located.

May 2012 - Present

Owner, Creator, Writer, Illustrator, Book Graphics Design & Layout

The Elemental Horses book series Los Angeles, CA.

The four children's books and possible future books is my own creation in partnership with independent publisher, Lulu. The books are available on Amazon.com as well as through my publisher Lulu.com

November 4, 2016 – November 29, 2016

VFX Artist, Graphics Design & Animation Hollywood Food Chain Productions, Los Angeles

Detail replacements, rotoscope, text & graphic design, and animation for pilot episode *The Exhilarating and Fashionable Life of Emmy Rose Knightley*

January 2013 – February 2013

On-Set VFX Supervisor & VFX Artist *Rocky Jo Production of Last 5 Minutes*, Los Angeles, CA.

As the on-set VFX supervisor and the person to work on all the VFX shots I took lots of notes and reference photos. This project required rotoscoping and compositing in of atmosphere, gunshots and explosion elements into live action shots. One of the shots required a bit of 3D modeling and animation.

July 2, 2012 – July 19, 2012, May 2011 – July 2011, May 2007 – July 2009

IsComp Systems Inc., Los Angeles, CA.

2011 - **Story-boarded, animated and edited** 4 pieces of animation for a project.

2012 - Created the 2D animation to illustrate the concept of a logo for a website.

2007-2009 - Digital Artist & Web Developer, Created graphic elements for various projects including web sites for clients.

October 2010 – April 2011

Rotoscope Artist *Stereo D* Burbank, CA.

Performed the rotoscoping process for the conversion of films for the 3D projection system.

Projects: Gulliver's Travels(2010), Thor(2011), Captain America(2011)

September 2010 & December 2007

Freelance 3D Generalist *Proof, Inc.*, Los Angeles, CA

2010 - Modeled and animated elements for a music video pre-visualization.

2007 - Prepared and created assets to be used in previsualizations for feature film "Wednesday".

September 2010

Freelance Graphic Artist *PlayNetwork*, Sherman Oaks, CA.

Various tasks for various clients which include the creation, prepping and implementing assets for various motion graphics projects.

February 2009 – February 2010

On-Set VFX Supervisor/Artist/Web Developer *1001 Ways Production*, Los Angeles, CA.

Created concept art and rough 3D models to figure out shots. Supervised the filming of scene with VFX work needed.

Created polished 3D models, digital mattes and composited them with live action shots for *1001 Ways to Enjoy the Missionary Position*(2010).

January 2008 – June 2008

VFX Artist *Convergence Entertainment, Inc.*, N. Hollywood, CA

Created the VFX for the independent film "Nuptials of the Dead".

January 2007 – May 2007

Intern *Sony Pictures Imageworks*, Culver City, CA.

Design, prepare and gather materials for the training department help other departments when needed.

May 2006 – August 2006

Intern *Visual Effects Society* Los Angeles, CA.

2006 Annual Festival of Visual Effects – designed & organized printed material and assist in running the festival.

Processed membership applications, payments and prepared information packages for them.

Aug. 2006 – Dec. 2006 **Teaching Assistant** for Intro to 3D class *Otis College of Art and Design*

March 2002 – August 2003

Caricature Artist & Assistant Manager *Creative Caricatures*, LA Zoo & Hollywood/Highland Mall

Drawn over 4000 individuals. Became assistant manager March 2003.

May 2000 - July 2000

Layout & Prop Design Intern *Nickelodeon Animation Studio*, Burbank, CA

Drew for the *Hey Arnold* movie *The Neighborhood*(2002)

Sept. 1998 - April 2001 **Illustrator** *Daily Trojan*, U.S.C.'s newspaper.

Spring 2000 **Teacher's Assistant** Animation Theory&Techniques class at U.S.C.

ACTIVITIES & ORGANIZATIONS:

Sept. 2012 - present

Los Angeles Chapter ACM SIGGRAPH Volunteer and member.

August 2009 - present

Coalition of Asian Pacifics in Entertainment (CAPE) - member

May 1, 2012 – July 2012

Artlife Gallery in El Segundo – Exhibited Artwork and volunteered

Oct. 2011 - Dec. 2011

Very Venice Art Gallery – Exhibited Artwork and volunteered in activities

Nov. 2009 - Oct. 2010

Jug or Nots Jug Band of Southern California - Musician/Vocals

July 6 - July 8, 2006

2006 VES Festival of Visual Effects - assist in preparing and running of the event.

July 31 – Aug. 4, 2005

SIGGRAPH 2005 - student volunteer assist in the running of the annual conference.

Dec. 2003 - June 2004

Lesson volunteer at *J.F.Shea Therapeutic Riding Center* in San Juan Capistrano