

Linda Xu

3D Character Animator

✉ lindaxu1018@gmail.com | ☎ 9093801799 | 📍 Savannah, GA | 🌐 [Portfolio](#) | 🔗 [LinkedIn](#)

Education

Savannah College of Art and Design (SCAD)

B.F.A. in Animation — 3D Animation Concentration

Expected Graduation: May 2028

GPA: 4.0/4.0

Skills

🎬 Animation

Character Animation, Body Mechanics, Locomotion, Prop Interaction, Creature Animation

🎥 3D Production

Autodesk Maya, 3D Modeling, UV Mapping, Texturing, Lighting, Rendering

💻 Software

Autodesk Maya, Substance 3D Painter, Arnold, Photoshop, Premiere Pro, After Effects, Illustrator

Experience

Savannah College of Art and Design

2026-Present

Professor Assistant — VFX 210: Introduction to 3D Computer Graphics

- Assist students with Maya modeling, UV mapping, Substance 3D texturing, lighting, rendering, and troubleshooting across the 3D production pipeline.
- Provide technical and artistic support during assignments and critiques while assisting the professor with classroom activities.
- Created and currently manage the course Discord server and organize class notes and resources to support student learning.

Projects

Run Through Environment — 3D Character Animation

Autodesk Maya

- Animated a character navigating an obstacle-filled environment, emphasizing dynamic body mechanics, weight, balance, and environment interaction.

Heavy Object & Environment Navigation — 3D Character Animation

Autodesk Maya

- Animated a character carrying and manipulating a heavy object, emphasizing believable weight, balance, body mechanics, and prop interaction.

Ostrich Walk — Creature Animation

Autodesk Maya

- Animated an ostrich walk cycle, focusing on creature locomotion, leg mechanics, weight transfer, and body rhythm.