

Linda Xu

3D Modeling & Environment Artist

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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

🔗 3D Modeling

Environment Modeling, Prop Modeling, UV Mapping

🔗 Texturing & Look Development

Substance Texturing, Material Application, Lighting, Rendering

🔗 Software

Autodesk Maya, Substance 3D Painter, Arnold, Photoshop, Illustrator

🔗 Additional 3D Skills

Character Animation, Body Mechanics

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

Interior Environment — 3D Modeling & Look Development

Autodesk Maya | Adobe Substance 3D Painter | Arnold

- Recreated a detailed interior environment from concept art, translating a 2D design into a fully realized 3D scene.
- Modeled architectural elements, furniture, and props in Maya and completed UV mapping across the environment.
- Developed and applied materials and textures in Substance 3D Painter, then created scene lighting and final renders in Arnold.

Additional 3D Animation Projects

Autodesk Maya

- Created character animation studies focused on body mechanics, weight, balance, prop interaction, and environment navigation.