

Xuejing (Olivia) Xu

3D Designer | Houdini Artist

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EXPERIENCE

3D Designer – Contract | Microsoft | 2021- 2024

- Designed and contributed on high-profile projects impacting millions globally, creating 3D wallpapers, illustrations, and promotional materials for flagship products like Microsoft Surface, Hub, Duo, Windows Dev Home, and Microsoft Copilot.
- Led and collaborated on the art direction and creative development of 3D assets, integrating procedural modeling, high-fidelity textures, and advanced lighting techniques to deliver visually compelling product visuals.
- Partnered with cross-functional teams like engineers, product managers, and marketing teams to deliver designs aligned with brand guidelines and technical specifications.
- Delivered projects under tight deadlines, demonstrating adaptability and problem-solving.

3D Lead | Between Notes | 2019 – 2021

- Led 3D motion design for diverse projects in film, branded content, and digital media, showcasing a strong foundation in visual storytelling.
- Oversaw the work of vendors and internal teams, ensuring the creation of high-quality renders and motion graphics aligned with project goals.

Store Manager | Taichi Bubble INC. | 2017–2019

- Managed daily operations, driving sales growth and team performance.
- Recruited and trained staff, fostering a collaborative and efficient workplace.

EDUCATION

- **Master of Fine Arts** | Rochester Institute of Technology, 2015
- **Bachelor of Engineering** | Beijing University of Post and Telecommunications, 2010
- **Post-Master Certificate in Leadership** | Xiaoquan Tech Business School, 2021

SKILLS & SOFTWARE

- **Creative Direction:** Art Direction, Visual Development, Concept Development
- **3D Design:** Procedural Modeling, Motion Design, Dynamic Simulation, VFX, Lighting, Rendering, Compositing
- **Software:** Houdini, Maya, Nuke, Adobe Creative Suite, Figma