Rae Fu

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Experience

Tech Artist Intern at Kyrie Studios   January 2024 - Present
- Solved issues with materials
- Optimized levels

Wilke Undergraduate Research Internship   Fall 2023 - Present
- Created augmented reality experiences relating to color design

Freelance Designer and Modeler for a Pharmacy/Health Products Store   Spring 2023
- Designed and created a 3D model prototype of the interior of the store
- Designed the logo and storefront

Animator for the Taste of Tippecanoe Festival   Summer 2022
- Created animations for live video projection performance

Teacher's Assistant for MathPlus Learning Center   December 2018 - January 2020
- Tutored students on math and communicated with students and professors

Education

Purdue University – West Lafayette, IN: May 2025

B.S. Animation, Visual Effects, and Game Development   GPA: 3.98/4.0
- Minor in Film and Video Studies and Computer Science

Skills

Python, VEX (Houdini), Java, C, C++, Maya, Houdini, ZBrush, Substance Designer, Substance Painter, Photoshop, After Effects, DaVinci Resolve, Illustrator, Procreate, Unreal Engine 5, Agisoft Metashape, Adobe Aero, Meta Spark Studio

Awards, Competition, and Leadership

- Fractal (Multimedia Student Showcase) 2023: Best Model/Sculpt
- Scholastic Art Award Regional 2021: 2 Gold Keys and 1 Honorable Mention
- Designer of winning team for Ascend's marketing initiative 2021 partnered with Latea
- President of Purdue Women In Animation (gave demos and workshops on Maya, ZBrush, Substance Designer)
- President of Art History Student Organization
- Social Media Officer for Purdue's Computational Arts Circle 2021 – 2022