





Jiaxi Wu | 3D Animator / Producer

 jiaxiw@usc.edu  (626) 879-3426  wujiaxiart.com  Los Angeles

Skills

Software: Maya | Unreal Engine 5 | MotionBuilder | Motive Optical Motion Capture | Arnold | Adobe Suite

Expertise: Character & Creature Animation • Facial Performance • Motion Capture Pipeline • Production Coordination • Storytelling & Cinematography

Professional Experience

University of Southern California — Los Angeles, CA

3D Animator

Aug 2023 – May 2025

- Created a **facial and motion performance database** for **Sophia**, a real humanoid robot (featured on Instagram @SophiaRobot).
- Produced **marine creature animation** for a **VR short film** using Maya and Unreal Engine 5.
- Animated and directed a **narrative 3D short film** developed over one year in Maya.

Student Assistant – Cinematic Arts Department

Aug 2024 – Dec 2025

- Assisted faculty and students in “**Cinematic Animation: The Art of Motion in Virtual Space**”, supporting motion-capture lab operations.
- Provided guidance in **Documentary Animation, Contemporary Animation Theory & Practice, and Stop-Motion Animation** courses.

Shenzhen Larva Digital Animation Co., Ltd — Shenzhen, China

Executive Producer, Animation Department

Feb 2021 – Jan 2022

- Supervised production of **76 episodes of “Larva in China”** (Tencent Video), including advertising and promotional materials.
- Coordinated cross-studio workflow and outsourcing, overseeing the full pipeline from script to final delivery.
- Managed **contracts, schedules, and production documentation**, ensuring timely feedback and delivery.

Shenzhen ShenEr Technology Co., Ltd — Shenzhen, China

3D Animator

Aug 2020 – Feb 2021

- Produced 3D animation shots from **layout to final performance** using Maya.
- Delivered **character and quadruped animation**, demonstrating strong timing and acting sense.

Education

University of Southern California (USC) — Los Angeles, CA

Master of Fine Arts (MFA), Cinematic Arts – Expanded Animation

Aug 2023 – May 2026

Academy of Art University — San Francisco, CA

Bachelor of Fine Arts (BFA), Animation and Visual Effects – 3D Animation Emphasis

Sep 2017 – Dec 2022

Awards | Scholarship

Monument — Animated Short

2024

- *Best Shorts Competition* — Award of Merit (Winner)
- *International Film Festival ASTERFEST* — Best Screenplay (Winner)
- *Bridge of Peace / Global Peace Film Festival / Bay International Film Festival / New York Tri-State IFF / Indie Short Fest / Lift-Off Global Network / Treasure Coast IFF* — Official Selections / Nominee

Annenberg Fellowship – Graduate Award

2023 – 2024 | \$10,000 + 9 units tuition waiver + insurance

Hobson / Lucas Family Foundation Endowed Student Support Fund

Aug 2024 | \$5,000 Graduate Scholarship

Beijing Galloping Horse Film Fund for Student Support

Aug 2024 | \$2,550 Graduate Scholarship