



contact

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nelsonmai.com

education

School of Visual Arts

BFA Computer Animation

2018- 2022

- Undergraduate Class of 2022 commencement speaker
- The Rhodes Family Award For Outstanding Students

software

Autodesk Maya
Substance Painter
Zbrush
Redshift
Marvelous Designer
OpenPipeline
Advanced Skeleton
Adobe After Effects
Adobe Premiere Pro
Adobe Illustrator
Adobe Photoshop

experience

Hornet Studio – Freelance CG Generalist

June 2022- Present

- Character and prop modeling, shading, and look development
- Worked on Kroger and McDonalds spots

2 Lizards Production – Freelance Texture Artist

March 2024

- Textured 7 outfits for unreleased animated film

HOPR Studio – Freelance CG Generalist

September 2022 - June 2023

- Setdressing, character and environment modeling, shading, look development, lighting, and render wrangling
- Collaborated with a compact CG team developing commercials for Google
- Interpreted and executed directors' visions, displaying adaptability and intuitive decision-making

Hornet Studio – CG Generalist Intern

June 2022 - April 2024

- Character, prop and environment modeling, shading, and look development
- Packaged and rendered 3D assets for client's internal design team
- Created hero and background assets for Krogers, "The Magical Cookbook"

"Shattered" Short Film – Co-Director, Character Artist, Lighter, Composer

August 2020 - May 2022

- Modeled, shaded, and look developed four characters
- Rigged a character using advanced skeleton
- Clothing fabricator and simulator, and shot-sculpter

leadership

Co-President&Founder – Asian American Student Union

July 2019 - August 2021

- Recruited and managed a student officer team, delegating tasks, and deadlines
- Organized and ran club events, discussions, and activities
- Invited industry professionals and hosted Q&A sessions about Asian American representation and leadership in the industry.