



Zehao Xue

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Professional Experience

[3D Designer](#), Snap Inc.(Los Angeles) – 2016 Aug-Present

- Create concept designs and prototypes with data and latest research technologies, propose and inspire new features, such as: general rating sticker, location based lens.
- Design, create and optimize blendshapes for deformable model tracking projects, including 3D Face Tracking which powers full 3D face lenses.
- Initiate synthetic data for machine learning project, build pipeline for synthetic content generation to support multiple computer vision projects, including gesture recognition.
- Explore interactive storytelling with Augmented Reality.
- Negotiate deals with cloud render vendors to support both research and lens production.
- Work with people all across Snap: researchers, 3D Artists, interactive engineers, product designers and software engineers.

[CharacterTD & Layout Artist](#), October Animation Studio(Beijing) – 2012 Aug-2013 Jan

- Core development team of Monkey King: Hero is back(2015). Work closely with director, storyboard artists, animators and modelers.
- Build rigs, facial & muscle systems for all main characters, write studio tools with MEL.
- Rough layout for opening sequence, translate storyboards and concept designs into executable shots and edit sequence with temp music.

[Character Animator](#), E-GO Studio Computer Graphics(Beijing) – 2013 Apr-Jul

- Animate 3D characters for animated shorts and commercials, with mo-cap reference.
- Work with clients and build customized stereoscopic camera rigs and character rigs.

[Rough Layout Artist <Intern>](#), Oriental DreamWorks(Shanghai) – 2015 Jul-Aug

- Rough layout for pipeline evaluation: Abominable(2019).
- Work closely with digital supervisor, TDs and various pipeline departments, attend dailies of several departments.

Education

[UCLA TFT, Animation Workshop](#) – MFA in Film, TV and Digital Media, 2013-2016

- Advanced Computer Animation(Maya); Stop Motion Workshop; Character Animation; Cinematography; Interactive Animation.
- TA for FTV298A StopMotion Workshop, with Mike Johnson and Heather Collins.
- SR for FTV483 Advanced Computer Animation(Maya), Valerie Lettera-Spletzer and John Yoon.

[Beijing Forestry University](#) – BA in Animation, 2008-2012

- Visual Storytelling and Storyboarding; 3D Computer Animation; Character Design, 3D Layout; Scripting for Animation.

Skills

Character Rigging, 3D Animation, 2D Animation, Stop Motion, Storyboarding, Concept Design, Character Design, 3D Layout, Cinematography, 3D Modeling, Compositing, 3D Printing

Softwares

Maya(MEL), After Effects, Photoshop, Premiere Pro, TVPaint, Flash, DragonFrame, Nuke, Xcode(Swift), Lightroom, Lens Studio

Language

Mandarin, English

Publications

[**JOINT AUDIO-VIDEO DRIVEN FACIAL ANIMATION**](#), ICASSP 2018(oral), 2018 Apr

-Co-Author with Chen Cao, Xin Chen, Wei Chu

[**3D HAND SHAPE AND POSE ESTIMATION FROM A SINGLE RGB IMAGE**](#), CVPR 2019, 2019 Jun

-Co-Author with Liuhao Ge, Zhou Ren, Yuncheng Li, Yingying Wang

Patents

[**SCALED PERSPECTIVE ZOOM ON RESOURCE CONSTRAINED DEVICES**](#)

-US patent application, filed in 2017 Jun, with Linjie Luo, Chongyang Ma

[**VIRTUAL OBJECT MACHINE LEARNING**](#)

-US patent application, filed in 2017 Jul, with Xuehan Xiong

[**GENERATING DATA IN A MESSAGING SYSTEM FOR A MACHINE LEARNING MODEL**](#)

-US patent application, filed in 2017 Nov, with Zhou Ren

[**JOINT AUDIO-VIDEO FACIAL ANIMATION SYSTEM**](#)

-US patent application, filed in 2018 Jan, with Chen Cao, Xin Chen, Wei Chu

[**AUGMENTED EXPRESSION SYSTEM**](#)

-US patent application, filed in 2018 Apr, with Chen Cao, Yang Gao

[**3D HAND SHAPE AND POSE ESTIMATION FROM A SINGLE RGB IMAGE**](#)

-US patent application, filed in 2018 Oct, with Liuhao Ge, Zhou Ren, Yuncheng Li, Yingying Wang

Mentored Students

Sheng Liu (2018 Fall - present), phD student at University at Buffalo

Sidney Deng (2018 Summer), MFA student at UCLA

Liuhao Ge (2018 Spring-Summer), phD student at Nanyang Technological University

Jeannette Yu (2017 Fall), MS student at University of Washington

Volunteer Experience

Mentor, 3 Day Startup at UCLA – 2019 Feb

-General consulting and design guidance for 7 startup teams.

Volunteer, Beijing Olympic Park - 2009 Oct

-Translation and transportation services.

Filmography

Los Angeles AtoZ, aerial photography short film – 2017 May-Aug

Director, Editor, Drone Operator. Independent aerial documentary short covering 26 keywords of Los Angeles. Shoot with DJI Mavic Pro. For DJI SkyPixel Contest.

Hold Your Hand, stereoscopic 3D & stop motion animation – 2016 Jan-now

Director, Writer, Animator, Stereographer, 3D Printing Designer. Independent animated short that illustrates a world between life and death with stop motion and cg visual effects elements. CG part animated in Maya, stop motion part shoot with Canon DSLR and DragonFrame, compost in Nuke. Runtime TBD. UCLA Animation Workshop thesis project.

Good Morning, 16mm live action short – 2016 Jan-March

Director, Writer, Director of Photography. Independent live action short that experimented dual layer storytelling with two types of traditional films. Shoot in Arriflex 16S with Kodak 7222 & 7213. 3min.

Alvin The Ant, stereoscopic 3D animation – 2015 Jan-Nov

Director, Writer, Animator, Modeler, Rigger, Sound Designer, Compositor, Stereographer.

Independent animated short that mixed animated ants with car sounds. Animated in Maya with Arnold, compost in Nuke. 4min. UCLA Animation Workshop 2nd year film.

[Currency Affairs](#), 2D hand-drawn/experimental animation – 2014 Jan-Nov
Director, Writer, Animator, Compositor. Independent animated short that experiment a dual-linear storytelling method with a split screen. Animated in Flash and TVPaint, compost in After Effects. 4min. UCLA Animation Workshop 1st year film.

[Abandon](#), stop motion animation – 2014 Feb-Mar
Director, Writer, Animator. Stop motion Public Service Announcement. Designed, built and animated puppet and sets. Shoot with Canon DSLR and DragonFrame. 30sec. UCLA Animation Workshop.

[Past Tense](#), 2D&3D animation – 2012 Jan-Jun
Director, Writer, Animator, Modeler, Rigger, Compositor. Independent animated short combined 2D and 3D. Animated in Flash and Maya with Renderman and 6min. Beijing Forestry University thesis project.

[For The Bees](#), 3D animation – 2010 Mar-Jun
Co-director, Writer, Modeler, Rigger, Compositor. Group animation project, using Maya, Renderman and Fusion. 2min. Beijing Forestry University 2nd year project.

Selected Projects

[Monkey King: Hero is back](#), stereoscopic 3D feature animation – 2012 Aug-2013 Jan
Character TD & Layout Artist. Top grossing animated feature film of 2015 in China & milestone for domestic animation industry, directed by Xiaopeng Tian.
-1)Rigging all main characters. -2) Rough layout for opening sequence.

[Mosquito: The bite of passage](#), Live Action & 3D animation – 2014 Oct-2015 Apr
Character TD. A thesis project from USC, co-directed by Eric Cheng and Brian Rhodes.
-Rigging two main characters using Maya and MEL, including body setup, facial expression system and customized settings for animators.

[Lion Dance](#), 3D animation – 2015 Oct-2015 Nov
Rigger. A thesis project from USC, co-directed by Zheng Kang and Tim Pattinson.
-Rigging the animatable prop “Lion Cape” using Maya and MEL.

[The Girl and the Serpent](#), 2D & 3D animation – 2016 Aug-2016 Dec
Character TD. A thesis project from USC, co-directed by Jinyue Wan and Jinzhi Du.
-Rigging all characters using Maya and MEL, including body setup, facial expression system, customized fabric animation rig.

[Kintsugi](#), Live Action & 3D animation – 2017 Sept-2017 Dec
Character Animator. A thesis project from USC, directed by Jiayuan Liu.
-Animating action sequences with mo-cap references.

[Fat Loot](#), Multi-Player 3D online game – 2013 Sept-2014 May
Character Rigger. A game project across multiple schools lead by Xiaotian Chen.
-Rigging all characters using Maya and testing animation in UDK.

[The Mask](#), 3D animation – 2013 Sept-Dec
Character TD, Compositor. Independent 3D animated short directed by Sisi Feng.
-Rigging all characters, sets and props in the scene in Maya, and compositing in Nuke.

[Here Comes The Lift](#), Interactive Live Action short – 2011 Apr-May
Screenwriter, Director of Photography. Experimental short film directed by Qiuhai He.
-Building multiple-ending story structure and designing shot compositions.

Currency Affairs

Gold Award, Oregon Film Awards 2015
Best in Show, CEC Shorttakes Film Festival 2015
Best Animation, Asians On Film Festival 2014 Fall
Best Animation, Festival of the Cinematics 2015
Award Finalist, Crystal Palace International Film Festival 2015
Official Selection, NYC Independent Film Festival 2015
Official Selection, 12th Animation Block Party 2015
Official Selection, 19th Seoul International Cartoon & Animation Festival 2015
Official Selection, Krok International Animation Festival 2016
Official Selection, 10th National Film Festival for Talented Youth 2016
Official Selection, Kansas International Film Festival 2016
Official Selection, 10th Lone Star Film Festival 2016
Official Selection, Ciampino International Film Festival 2015
Official Selection, UCLA Festival of Animation 2015
Official Selection, Athens Animation Festival 2015
Official Selection, 19th Green Mountain Film Festival 2016
Official Selection, 3rd Asians On Film Festival 2015
Official Selection, Speechless Film Festival 2015
Official Selection, Mia Film Festival (Mostra International da Amazonia) 2015
Official Selection, Art All Night - Trenton 4th Annual Film Festival 2015
Official Selection, I Will Tell Film Festival 2015
Official Selection, 5th Viewster Online Film Festival 2015

Alvin The Ant

La Grotta dei Piccoli with UNICEF ITALIA, La Guarimba Film Festival 2017
Official Selection, Kansas International Film Festival 2017
Official Selection, NCCC Film & Animation Festival 2017
Official Selection, Jahorina Film Festival 2017
Official Selection, LA 3-D Movie Festival 2017
Official Selection, Festival Internacional de Cine Fine Arts 2017
Official Selection, Lahore International Children's Film Festival 2017
Official Selection, Cartoon Club, the INTERNATIONAL FILM FESTIVAL OF ANIMATION CINEMA AND COMICS 2017

Past Tense

Official Selection, Aniwow! China(Beijing) International Student Animation Festival 2012
Silver Prize, 3rd Beijing Comics & Animation Competition for Students

Here Comes The Lift

Silver Prize, 2nd Beijing Comics & Animation Competition for Students

For The Bees

Bronze Prize, 1st Beijing Comics & Animation Competition for Students

Scholarships & Honors

UCLA School of Theater, Film and Television

-Matt Groening Production Fellowship in Animation, 2014 & 2015
-Card Walker Motion Picture Fellowship, 2016
-Cirque de Soleil Emerging Artist Scholarship, 2014
-Vincent E. De Frances Scholarship in Animation, 2015
-Dan McLaughlin Animation Fellowship, 2014 & 2016

Beijing Forestry University

-Excellent Student Scholarship, 2009
-Excellent Student Leader, 2010