SHIQIAN PAN

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A multidisciplinary designer who is specialised in 3D techniques, digital illustration and creative problem solving. Within the next year she can see herself working in a creative design studio which aims to deliver bold and challenging solutions for their client.

Awards & Exhibitions

International Design Awards 2021
Hourable Mention
Sunny Art Prize 2022 Shortlisted
Formalis, London Design Fesitival 2021
Hackney Comic Zine Fair 2021
The Holy Art, OBLIVION 2021
South London Story Lab 2019, Peckham Level

Education

Camberwell College of Arts, University of the Arts London

10.2020 - 9.2021 MA Illustration
9.2017 - 6.2020 BA (Hons) Illustration

Skills

Adobe Suite
Adobe Premiere Pro
Adobe After Effects
Cinema 4D
Contextual Research
Web Design
Editor X
Glyphs

Experience

Internship, Wix Playground Academy EU 2022

1.2022 - 2.2022

Exclusively selected as one of 33 participants out of 600+ candidates for Wix's intensive 1-month web design program

Designed a high-level personal portfolio, reinvented their existing personal portfolio into an online presence that uniquely sets themselves apart

Curator, Visual Designer and Exhibitor, UAL MA Illustration Graduate Showcase

7.2021 - 9.2021

Involved in operational and logistical planning and execution for Camberwell College of Arts, MA Illustration Graduate Showcase

Held responsibility for marketing and advertising the exhibition by designing promotion materials including poster, exhibition catalogue and labels for each artist

Freelance 3D Designer

10.2021 - Present

Created 3D digital artwork and animation upon client request - including conceptualising and visualising client ideas through storyboarding, testing, and developing material and motion in Cinema 4D

Actively contributing to the strategic direction of design proposals for clients, across all project stages

Designed and delivered animation which will form the basis of a NFT series

Studio Assistant, Shahpour Pouyan Art Studio

8.2020 - 12.2020

Completed Shahpour's ongoing art work, helped with idea generation, producing ad hoc research, procuring materials

Interpreted Shahpour's ideas and utilised Photoshop, sketching, and painting, to produce experimental test pieces

Modern 3D reproduction of medieval painting, assisted in the 3D printing of a human skull, including finding the supplier and ensuring the output matches the Artist's requirements