

Professional Interview

MA Career Development Interview Assignment

Subject Profile

Name: Xu Bo

Title: 3D Artist

Studio: ACG Art Studio, Suzhou

Interview Format: Online interview

Interview Duration: 30 minutes

Interview Date: April 1

Interview Notes

Introduction

As part of my MA studies, I interviewed Xu Bo, a 3D Artist at ACG Art Studio in Suzhou, to gain a better understanding of the realities of working in the 3D art industry. The interview focused on his professional role, daily workflow, technical expectations, portfolio advice, and career development suggestions for students preparing to enter the industry.

Q1. Could you briefly introduce yourself and describe your current role?

Xu Bo explained that he is currently working as a **3D Artist** at **ACG Art Studio in Suzhou**. His main responsibilities include creating 3D assets, refining visual details, and supporting the overall art direction of different projects. Depending

on production needs, his tasks may involve modeling, texturing, optimizing assets, and adjusting work based on feedback from the team.

He noted that being a 3D artist requires more than technical software skills. It also involves artistic judgment, communication, and the ability to work effectively within a professional pipeline.

Q2. What does a typical working day look like for you?

Xu Bo described a normal workday as a combination of **individual production work** and **team communication**. He usually starts by checking tasks, reviewing feedback, and confirming priorities. Most of the day is then spent on production work such as modeling, sculpting, UV mapping, texturing, and asset refinement.

He emphasized that studio work is highly iterative. Assets often go through several rounds of revisions, so responding efficiently to feedback is an essential part of the job. In his view, the ability to adapt and improve work quickly is just as important as producing the initial version.

Q3. Which skills are most important for someone who wants to become a professional 3D artist?

According to Xu Bo, students should build strong foundations in **modeling, topology, UV mapping, texturing, material creation, and asset presentation**. He also mentioned that understanding production pipelines and optimization is increasingly important in professional practice.

At the same time, he stressed that students should not focus only on learning software. He believes that **visual judgment, artistic fundamentals, and problem-solving ability** are what truly distinguish stronger artists from

average ones. A professional artist needs to understand both how to make an asset and why certain technical and visual decisions are necessary.

Q4. What makes a student portfolio stand out, and what mistakes do students often make?

Xu Bo said that a strong portfolio should be **clear, focused, and professional**. Employers usually prefer a small number of polished projects rather than a large collection of unfinished or inconsistent work. He believes a good portfolio should clearly match the role the student is applying for and should demonstrate both quality and direction.

He also pointed out some common mistakes. Many students include too many weak pieces, fail to present their work clearly, or do not align their portfolio with a specific career path. He advised students to concentrate on fewer but stronger projects and to present them with good lighting, clean layouts, and clear breakdowns.

Q5. What advice would you give to an MA student preparing for graduation and industry entry?

Xu Bo advised students to identify their specialization as early as possible and develop a portfolio that supports that direction. He recommended seeking feedback regularly, comparing work to professional standards, and improving both artistic and technical fundamentals.

He also encouraged students to stay patient and persistent. In his opinion, entering the 3D industry is usually a gradual process that requires discipline, continuous learning, and long-term commitment. He concluded that students who succeed are often those who combine **artistic ambition, professionalism, and consistency**.

Reflective Summary

This interview gave me a clearer and more realistic understanding of what it means to work as a professional 3D artist. Before this conversation, I mainly focused on the final visual quality of 3D work, but Xu Bo helped me realize that professional success depends on much more than technical software ability. It also requires communication, teamwork, time management, and the ability to respond constructively to feedback. This made me understand that becoming a strong 3D artist is not only about making visually impressive work, but also about developing a professional mindset.

The discussion about portfolio development was especially valuable to me. I learned that a portfolio should not simply include everything I have made. Instead, it needs to be focused, role-specific, and presented in a clear and professional way. This has encouraged me to think more strategically about my own portfolio and to concentrate on producing fewer but stronger projects that better reflect my intended career direction.

The interview also changed my view of career development. I used to think that entering the industry depended mainly on luck or connections, but this conversation showed me that persistence, clarity, and continuous improvement are equally important. Overall, this interview helped me better understand the gap between student work and professional practice, and it has motivated me to prepare more seriously for my future career in the 3D art industry.