

SKILLS

Artistic Skills: 3D Modeling, Sculpting, PBR Texturing, Lighting, Layout

Software: Maya, Zbrush, Substance, Unreal Engine, Unity, Houdini, Marmoset Toolbag, Photoshop, Illustrator

AWARDS

AIAS Foundation Scholar 2021

Summer 2021

Academy of Interactive Arts & Sciences

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Master of Entertainment Technology

May 2022

- Advanced Pipeline Topics for Film and Game Art
- Digital Art Studio

University of California, Los Angeles, Los Angeles, CA

Bachelor of Arts, Design | Media Arts

June 2019

- Game Design, 3D Modeling, Animation, Film Production

Game Artist Program, Online

Vertex School

Fall 2021

- Environment Art Track

ACADEMIC PROJECTS

Neuroscience Game, ETC

Fall 2021

Game Artist

- Design and create 3D assets, lighting, and rendering for a Unity game project with Tobii Eye Tracker
- Design 2D graphics, UI, poster and Logo for project branding

Woodevil, ETC

Spring 2021

3D Environment Artist

- Visualize entire forest scene and detail with minimal concept art and limited direction
- Create organic 3D models and PBR materials for trees, foliage and terrain
- Use Procedural software to generate plant and rock assets to improve efficiency

Robot Workshop, ETC

Spring 2021

Game Environment Artist

- Create hardsurface models and PBR materials for workshop interior and robots in a limited timeframe
- Optimize material parameters, adjust scene layout and lighting in Unreal Engine 4

EXPERIENCE

BVW Art Teaching Assistant

Fall 2021

Entertainment Technology Center(CMU), Pittsburgh, PA

- Giving lectures and workshops on 3D game art techniques and relevant software training
- Providing feedback and critiques on students' projects

Graphic Designer

2018 - 2020

AIB Sportsbrands, Beverly Hills, CA

- Created UI design, virtual currency modeling and animation, and digital products for "MORE Sports"
- Graphic design and video Ads design for Social Media posts (Instagram, Facebook, etc.)