# Caiyu Zhang

Environment Artist & 3D Artist

She/her/hers

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## Academic Projects

**Building Virtual World [3D Artist]**                                         *Fall 2022*

• Junk - Bot, Quest 2
 *A VR action game about saving your robot friend*
  - Designed the game environment
  - Created the environment assets with Maya
  - Sketched, modeled and animated characters
• Road of the Blood, Quest 2
 *A AR action game about escorting vampire back to its castle*
  - Textured the game scene
  - Set up the spooky atmosphere
  - Mapped out the game world for naive guests
• Bounce Off, 3D Rudder
 *A platform battle game about cute aliens ride bumper UFO*
  - Enriched visual effects using shader graph
  - Configured and produced the game in one week
  - Collaborated with programmers and sound designer

## Education

**Master of Entertainment Technology**                   *Expected Graduation Spring 2024*

Carnegie Mellon University, Pittsburgh, PA

**Bachelor of Architecture**                                   *Fall 2017 - Spring 2022*

Rensselaer Polytechnic Institute, Troy, NY
• Dean's List Fall 2017 - Spring 2019
• Archived Project: Mycelium Pavilion
 *A 13-people construction project about exploring architectural possibility of mycelium*
  - https://www.arch.rpi.edu/2019/09/2019su-summerstudio/

## Experience

**Architect Intern [Designer, Modeler]**                               *Spring 2021*

• Holmes Miller China, Guangdong
  - Assisted 3D modeling work: residential buildings, bridges, and park landscape
  - Led and instructed team to build prototype model of the proposed bridge
  - Helped layout and arrange site plans for plots to be developed

**Architect Intern [Designer, Modeler]**                               *Summer 2020*

• Chendgu Architectural Design & Research Insitutue, Sichuan
  - Assisted 3D modeling works: building facade, dormitory, and overpass
  - Produced analysis diagrams: program, circulation, and sunlight
  - Organized and helped the presentation slides

## Tools

Rhino

Maya

InDesign/AI/PS

Unity

Blender

Substance Painter

V-ray Render

Enscape Render

Keyshot Render

## Skills

Problem-solving

Communication

Adaptability

Teamwork

## Languages

Chinese

English

Japanese

## Interests

Game Development

Game Architecture

Cinematic Art