QISHENG (JERRY) CHEN

East Newark, NJ | *Email*: jerrydc1998@gmail.com |
LinkedIn: linkedin.com/in/qisheng-chen/ | *Website*: https://qishengc.artstation.com/

EDUCATION:

Carnegie Mellon University   Pittsburgh, PA | Aug. 2021 - May. 2023

Major: Master of Entertainment Technology (MET)

Relevant coursework: Project Course (working artifacts and prototypes), Building Virtual Worlds, Immersion Semester

Ohio State University   Columbus, OH | Aug. 2017 - May. 2021

Major: Bachelor of Science in Accounting*; Minor:* Computer & Information Science (CIS)

PROFESSIONAL EXPERIENCE:

UnPlatforms, Inc. | Intern 3D Artist   Remote, US | February. 2022 - Aug. 2022

- Designed armor sets and accessories for six chess pieces during volunteer experience, providing hands-on skills before internship.
- Designed Walk Cycle and Idle animations for chess pieces during volunteer experience prior to internship.
- Be responsible for modeling, texturing, rigging, and animating for more than a hundred 3D characters (e.g., Therianthropy, Human, Robot)
- Applied existing chess pieces with UnPlatforms' outsource 3D assets.
- Designing new animations based on employer's ideas and unifying them with all 3D characters.
- Designing staging and lighting for character showcase image and short animations with Blender.

PROJECTS:

Tabula Rasa | 3D Artist   Pittsburgh, PA | Jan. 2023 – May. 2023

- Performing academic projects under the guidance of the Electronic Arts and Positive Play group.
- Conducted research on character creation systems in various video game genres.
- Contributed to the design of an inclusive character creation system focused on gender inclusivity.
- Sculpted and retopologized base mesh for body-type sculpting using ZBrush and Maya.
- Managed UV maps and applied stylized textures to each cloth asset using Marvelous Designer and Substance 3D Painter.
- Animated 48 key poses, including general and corrective poses based on different body types.
- Organized 3D assets with consistent information, including names, polycount, shaders, and export settings.
- Assisted programmer with technical solutions for double-layered assets and provided asset information in Unreal Engine 5.
- Designed and created logo animations for trailer video using Blender.

Jell-O Played | 3D Artist   Pittsburgh, PA | Aug, 2022 – Dec, 2022

- Performing academic projects under the direction of ETC faculty and Deeplocal as client/external Advisor
- Designed and modeled 3D assets (accessories and characters) for code-generated 3D models in Unity.
- Created a 3D environment with cartoon-style laboratory assets based on the 3D character "Dr. Gelatin."
- Designed and rigged more than 20 different 3D assets (accessories, characters, props) using Blender.
- Animated and rendered more than 50 clips for rigged 3D assets, game start menu, and storyline to enhance visual feedback.
- Assisted programmers with the Unity Animation Package, regulated and applied animation clips with controllers, and tested different scripts for improved visual effects.
- Created a customizing jelly monster system with Blender's geometry node to provide different concept art for team discussions.
- Designed logos and logo animations using dynamic systems and creative shaders in Blender based on research about Jell-O products.

Sustain Dev / Shapetopia | 3D Artist & Assistant Producer   Pittsburgh, PA | Jan, 2022 – May, 2022

- Performing academic projects under the director of Sustainability Initiatives at Carnegie Mellon University, Alexandra Hiniker.
- Researched Sustainable Development Goals and the history of the Sustainability Initiative at CMU.
- Designed and animated the Sustain Dev logo based on research.
- Created and animated 3D characters, Shapetopia citizens, to reflect the index status and rendered character animations for UI purposes.
- Modeled and designed low-poly 3D assets (e.g., hospitals, schools, government buildings, residences) for visual effects and the programmer's auto city generator in Unity.
- Provided support in the game design process and collaborated with team members.

SKILLS:

- **Tools/Applications:** Maya, ZBrush, Blender, 3D Substance Painter, Marvelous Designer, Arnold, XGen, Unity, Unreal Engine, Procreate
- **Programming:** Java, SQLite
- **Language:** Chinese (native), English (Fluent)
- **Other Skills:** 3D Pipeline, 3D Modeling, Character Rigging, Animation, Video Game Design, Video Game Development, Leadership, Collaboration, Problem Solving, Quick Learner.