

QISHENG (Jerry) CHEN

3D Modeler & Animator

Pittsburgh, PA
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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, Pennsylvania

(Expected) 05/2023

The Ohio State University

BS in Business Administration

Columbus, Ohio

05/2021

Accounting Major and Computer & Information Science Minor

SKILLS

Tools: Maya | Unity | Blender | Zbrush | Substance 3D Painter | Java | SQLite
Social Skills: Leadership | Communication | Collaboration | Problem Solving | Quick-learner
Languages: Chinese - *Native* | English - *Fluent*

PROJECTS

Sustain Dev / Shapetopia – 3D Artist & Co-Producer

Spring 2022

Semester-long immersive production course involving clients' requirement and students' teamwork.

- Modeled and animated 3D characters for reflecting index status
- Designed 3D buildings (e.g., Hospital, Schools, Government) for visual effect
- Participated in game design process and collaborated with 6 team members
- Supported production management

Building Virtual Worlds

08/2021 to 12/2021

A fast-paced course requiring teamwork, collaboration, and rapid prototyping skills.

Artist and Producer - Night! Night!

- Created models using Maya for major characters with animation
- Managed team meetings, deadlines, objectives, and quality of products

Artist - Rocket Moving Company | Desert Rush | To The Edge of The World | Egg War

- Utilized HoloLens 2, Maya, Quest 2 platforms as well as PC and HTC Vive Trackers
- Rigged and animated more than 20 animation clips for multiple characters
- Simulated a sandstorm within the gameplay utilizing Unity particle system
- Modeled both low-poly and high-poly assets with Maya
- Created UI for start menu, opening 2D animation, loading screen, etc. with Procreate
- Collaborated with a team of diverse individuals

RELEVANT EXPERIENCE

Intern 3D Art Director

(Remote) Coppell, TX

UnPlatforms, Inc.

02/2022 to 08/2022

- Designing and Modelling armor sets and accessories for six chess pieces during volunteer experiences before the official internship
- Designing animations (e.g., Walk Cycle and Idle) for chess pieces during volunteer experiences before the official internship
- Designing file hierarchy with Google Drive for 3D assets management
- Applying existing chess pieces with UnPlatforms' new 3D assets
- Designing new animations based on CEO's ideas and unifying them with all 3D characters
- Be responsible for modeling, texturing, rigging, animating, and post-processing for more than a hundred 3D characters (e.g., Therianthropy, Human, Robot)