

# QISHENG (JERRY) CHEN

Pittsburgh, PA | Tel: (614) 736-1686 | Email: [jerrydc1998@gmail.com](mailto:jerrydc1998@gmail.com) |  
LinkedIn: [linkedin.com/in/qisheng-chen/](https://www.linkedin.com/in/qisheng-chen/) | Website: <https://qishengc.artstation.com/>

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## EDUCATION:

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### 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)

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## PROFESSIONAL EXPERIENCE:

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### UnPlatforms, Inc. | Intern 3D Artist

Remote, US | February. 2022 - Aug. 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)
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## PROJECTS:

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### 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 (e.g., Accessories and Characters) for code-generated 3D models in Unity
- Designed and modeled a 3D environment with cartoon-style laboratory assets based on the 3D character "Dr. Gelatin"
- Designed and created more than 20 different rigs for 3D assets (e.g., Accessories, Characters, Props) with Blender
- Animated and rendered more than 50 clips for rigged 3D assets, game start menu, and storyline to enrich visual feedback
- Assisting programmer with Unity Animation Package, regulating, and applying animation clips with controllers, testing different scripts that can provide better 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 with the 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.
- Research Sustainable Development Goals and Sustainability Initiative History at CMU
- Animated and designed Sustain Dev logo based on research
- Modeled and animated 3D characters Shapetopia citizens for reflecting index status and rendered characters animation for UI purpose
- Modeled and designed low-poly 3D assets (e.g., Hospitals, Schools, Government, Residences) for visual effect and programmer's auto city generator in Unity
- Participated supporting in the game design process and collaborated with team members through production management

### Building Virtual World

Pittsburgh, PA | Aug. 2021 – Dec. 2021

#### 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*

- Created 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
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## SKILLS:

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- **Tools/Applications:** Maya, ZBrush, Blender, 3D Substance Painter, Arnold, XGen, Unity, 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