

Siyu REN

Tel: +1 (412) 467 9224

Email: rsybelief@gmail.com

Website: <https://be-mine-belief.weebly.com>

CAREER OBJECTIVE

A generalist artist internship during summer internship 2018.

EDUCATION BACKGROUND

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER
Master of Entertainment Technology

Pittsburgh, PA
May 2019(expected)

HONG KONG BAPTIST UNIVERSITY
Bachelor of Social Science in Film & Media Art

Hong Kong
Jun 2016

SKILLS & COURSE WORK

LANGUAGES: C#, JavaScript, Cg

SOFTWARE: Photoshop, Illustrator, Blender, Maya, ZBrush, Unity 3D, Processing

COURSES: Building Virtual World, Topics in Animation, Interactive Computing for Visual Communication

EXPERIENCE

CHARACTER RIGGING & LEVEL DESIGNER
Carnegie Mellon University

Pittsburgh PA
Oct–Dec 2017

- Worked on five-person team to compose a theme park VR experience
- Designed a level for liner sled riding experience using Unity; rigged bear and wolf characters using Maya

CHARACTER & LEVEL DESIGNER
Asylum Jam 2017

Game Jolt Jam
Nov/3–Nov/5 2017

- Worked on five-person team to compose a horror game in 48 hours
- Designed environment and character asset using Maya
- Ranked 3rd from 57 games in the Jam

FREELANCE ANIMATOR
yU+co

Shang Hai
Jun 2015–Aug 2015

- Produced a 15s animatics for 2d Brand ID animation with Illustrator and After Effect
- Designed different icons of different type of game players with Illustrator
- Developed ideas and sequence of the animation

GRAPHIC DESIGNER INTERNSHIP
Up&Up BrandBuzz

Singapore
Jun/2014–Aug/2014

- Participated in composing storyboard for a water conservation advertising
- Discussed with artists to come up with rough ideas and illustrate the idea with Photoshop
- Participated in the design of the product, which was a folder, with sketching and Photoshop

ACADEMIC PROJECTS

ARTIST
Building Virtual Worlds

Entertainment Technology Center
Fall 2017

- Acted as artist for five projects through prototyping and collaboration with programmers and sound designers
- Worked on five-person team to build an entertainment experience in one to three weeks
- Designed environment, character models and relevant animations using Unity and Maya
- Designed innovative game mechanics and interactions for different platforms like Vive, HoloLens and Oculus