


# ZHUOCHEN YUAN


3D ARTIST

## CONTACT

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 <https://ryuan.xyz>

 [https://  
www.artstation.com/  
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## Tools

Unity

Blender

Substance Painter

Processing

Arduino

Max MSP

Adobe Premiere

P5.js

Adobe After Effects

Figma

Procreate

## Language

Chinese - Native

English - Fluent

Japanese - Limited

## INTERESTS



## EDUCATION

### Carnegie Mellon University - Entertainment Technology Center

Master of Entertainment Technology | June. 2024

### New York University - Shanghai Campus

Bachelor of Science, Interactive Media Arts | June. 2022

Minor in Computer Science

## Work

### The One Show

3D animator | Unity | Oct. 2020 - Mar. 2021

*Collaboration with Aly Rose*

- Designed 8 formations of the choreography.
- Animate the formations in Unity and demonstrate the animations to the dancers for rehearsal.

## PROJECTS

### Eternity

3D Modeler, Animator, Director | Sep. 2021 - Dec. 2021

*Collaboration with Tongji University and the Xuhui District Government of Shanghai as a part of the Shencheng Lane Revitalization Project*

- Developed an animation narrating the reincarnation of the world.
- Conducted religious studies on Buddhism and Taoism and incorporated relative ideas.
- Utilized Blender for 3D modelling, animating, and rendering.

### Κρόνος

Director, Animator, Composer, VFX Designer | Oct. 2021 - Dec. 2021

*Collaboration with Unity China*

- Developed an animation envisioning a possible future for architecture
- Inspired by Invisible Cities written by Italo Calvino.
- Utilized Unity for VFX graph scripting, animating and scene implementation.

### Aqueous Firmament - REPRODUCTION OF DUNHUANG SUNK PANEL

3D Modeler, Animator, Director | Sep. 2021 - May. 2022

*Supervised by Stavros Didakis*

- Busshist studies on visual elements of Dunhuang Sunk Panel.
- Transferring 2D patterns into 3D objects, building virtual world based on imageries.
- Fully developed by Blender for modeling, texturing and rendering.