

Yanyu TONG, 3D Artist

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EDUCATION

- Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh** Aug 2018 - May 2020
- Master of Entertainment Technology
- Huazhong University of Science and Technology(HUST), Wuhan China** Sep 2014 - May 2018
- B.Eng in Digital Media Technology
 - GPA 3.83/4.0
 - Relevant Courses: Virtual Reality, Computer Games Design, Computer Animation, Motion Capture Technology and Application, and Game Engine Fundamentals
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SKILLS

- Programming Language: C, C++, C#, Java, Python
 - 3D Software: Maya, 3ds Max, Zbrush, MagicaVoxel, Substance Painter, Unity 3D
 - 2D Software: Adobe Photoshop, After Effects, Premiere, Audition, Flash, Illustrator
 - Platform: Meta II, Kinect II, HTC Vive, Oculus, Cave
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ACADEMIC PROJECT

- Building Virtual World, Artist and Producer, ETC** Aug 2018 - present
- Rapid prototyping class with 5 rounds each lasting for 2-3 weeks: worked in teams of 5 to make highly innovative and interactive experiences on Meta II, Kinect II and HTC Vive
 - Created 3D models, texture, rigging and animation in Zbrush, Maya and Unity
 - Led teams by hosting meetings and summarize feedbacks
- Project: 3D Animation - *Dying Dice*, Individual Work** Oct 2017 - Dec 2017
- A short 3D animation telling a story about a tramp and a waiter
 - Designed two main characters, scene and storyboard
 - Created 3D models, texture, rigging, animation, lightning and rendering through Zbrush, Maya and Mental Ray
- Project: Application of Motion Capture Technology in 3D Animation, Team Leader, HUST** Oct 2016 - Dec 2016
- Led the team of 5 members and assigned group tasks
 - Operated the motion capture equipment to capture and calibrate motion data
 - Applied accurate motion data in 3D Animation through 3D Studio Max
- Project: Mobile Game - *Crash Ball*, Game Artist, HUST** Sep 2016 - Nov 2016
- Responsible for game map, items and user interface design
 - Wrote the story of two game characters and drew related computer graphics
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EXPERIENCE

- Agricultural Development Bank of China Wuhan Donghu Branch, Video Producer Internship** Aug 2015 - Nov 2015
- Took charge of the video shooting and post-production editing
 - Led the team of 3 members and distributed tasks with the whole picture in mind
 - Assisted in organizing the opening ceremony
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ACTIVITIES

- **Vice President of Huazhong University of Science and Technology Innovation Program** Mar 2017 - Jun 2018
 - Coached over 30 student members on movie clips, effects production, 3D modeling and animation
 - Led a team of 18 members to produce animation sample for teaching purpose
- **Director of Huazhong University of Science and Technology Digital Media Technology Lab** Sep 2016 - Jun 2018
 - Offered technical support to school students on the daily basis
 - Organized and hosted monthly training sessions on digital media technology
 - Led team members to work on school's projects