

Min Pan (3D Environment Artist)

minpan@andrew.cmu.edu

(412) 475-3378

minpan.artstation.com

Education

Carnegie Mellon University, Entertainment Technology Center (ETC)
Master of Entertainment Technology

Pittsburgh, PA
Aug 2018 - May 2020

Hefei University of Technology, School of Architecture and Arts
Bachelor of Architecture

Hefei, China
Sep 2013 - Jun 2018

Skills

3D Tools: Maya, Blender, ZBrush, Substance Painter, Substance Designer

Game Engine: Unity, Unreal Engine

Experience

Pineapple Studios

Jan 2020 – Present

3D Environment Artist

- Modeled low and high poly assets in Maya and ZBrush, and textured assets in Substance Painter
- Explored Substance Designer to create a set of stylized materials which can be used in game
- Set up and baked lighting in Unity to achieve the lighting effect in concept art

The Alice Project, Carnegie Mellon University

Sep 2019 – Feb 2020

3D Artist

- Helped test out the Alice import functionality and created documents for helping students create and import models
- Helped create template models that adhere to the Alice Class conventions
- Created community desired models that support desired Alice animations and games

Segway-Ninebot

Jun 2019 – Aug 2019

3D Environment Artist Intern

- Designed levels and environments with game design team
- Imported and organized assets into Unity, and created customized game UI interface
- Set up art style and created pipeline documents for future development

Zhongtai Design, Inc.

Feb 2017 – Jun 2017

Architectural Intern

- Contributed to a hospital design project and a rural planning project
- Handled tasks including concept design, 3D modeling, scene rendering, and construction analysis

Academic Projects

Shadow Agent, Google Stadia

Aug 2019 – Dec 2019

3D Artist, Game Designer

- Explored potential game mechanics using Google machine learning technology, with a focus on delightful player results
- Our final game product, *Hippo Spring*, was published on Google Play and App Store

One Small Act, Children's Museum of Pittsburgh

Jan 2019 – May 2019

3D Artist, Experience Designer

- Designed an interactive experience for children, experimented different art styles and iterated art assets based on playtest feedback
- The final experience achieved our design goal and was installed in the museum

Building Virtual Worlds, ETC

Aug 2018 – Dec 2018

3D Artist, Game Designer

Six rounds of two-week projects in which a team of five students of different backgrounds and skill sets collaborate to develop a new virtual world from concept to working prototype with different prompts and for various AR/VR platforms.

- Designed and created different characters and environments for different experiences
- The second round game *The Last Two ETCers* was selected by jury to be shown at the BVW festival