



Yi-Hsiu Huang (Danny)

Environment Artist


Info

 <https://dannyhuang.myportfolio.com/>

 Pittsburgh, PA ,15217, USA

 (412) 933-9603

 yihsieh@andrew.cmu.edu

 **Language**
English
Full professional proficiency
Chinese/ Mandarin
Native proficiency


Skills & Tools


Maya	Unreal
Substance Painter	
Substance Designer	
Houdini	Photoshop
ZBrush	Unity
3ds Max	Perforce
Marvelous Designer	
V-ray	Illustrator
Procreate	Premiere Pro
Rhinoceros	SketchUp


Competencies


3D Modeling
PBR Texturing
Environment Design
Lighting
Worldbuilding
Level Design
Architectural Design

Social / Website

 www.linkedin.com/in/danny-yi-hsiu-huang

 www.artstation.com/danny_huang

 https://store.steampowered.com/app/2261550/_/

 <https://future-forgers.itch.io/project-ecotopia>

Education

- **Master of Entertainment Technology, Carnegie Mellon University** Expected 2023
Pittsburgh, PA
 - Teaching Assistant - Introduction to Maya Jan 2023 - May 2023
 - Teaching Assistant - Transformational Game Design Aug 2022 - Dec 2022
 - Research Assistant, Game Designer Jun 2022 - Aug 2022
- **Bachelor of Architecture, National Cheng Kung University** 2018
Tainan, Taiwan

Projects

- **Personal Projects**
 - **Environment Artist, Texture Artist** Jun 2022 - Present
Environment art development in a cozy interior environment Garden Shed
 - Using Substance Designer and Painter for PBR texturing and creating stained glass
 - Modeling in Maya and lighting design in Unreal Nvidia caustic branch
 - **Environment Artist, Texture Artist** Jan 2022 - Apr 2022
Environment art development on individual planets in Unreal Orrey
 - Using Substance Designer for detailed texturing, modeling, and UV arranging in Maya
 - Lighting design and cinematics in Unreal and parallax texturing adjustment
- **Indie Game Projects**
 - **Environment Artist, Level Artist** May 2022 - Present
Third-person exploration game in a stylized town environment Childhood Town
 - Generating townhouses using Houdini and setting parameters using Houdini Engine
 - Props modeling in Maya and environment staging and compositing in Unreal
- **School Projects**
 - **Environment Artist** Aug 2022 - Present
Environmental storytelling game of a sustainable rooftop garden Project Ecotopia
 - Collaborating with another artist on garden layout, urban farming and renewable energy system modeling, modularized and stylized texturing
 - Foliage generation using Houdini, alpha maps, and fill maps
 - **Level Artist, Lighting Artist** Jan 2022 - May 2022
Creating level art inspired by Deus Ex: Mankind Divided Art Center
 - Re-designing and modularizing game levels based on game lighting experience
 - Applying physical building lighting conditions and textures to the level
 - **Environment Artist, Lighting Artist** Aug 2021 - Dec 2021
Making games in multidisciplinary teams in two weeks Building Virtual Worlds

Work Experience

- **ACM SIGGRAPH** Aug 2022
Student Volunteer - SIGGRAPH 2022 Vancouver, Canada
- **CTCI Corporation** Jan 2021 - Jul 2021
Architectural Designer / Architectural Engineer Taipei, Taiwan
Engineering company providing EPC (engineering, procurement, and construction) solutions for oil & gas facilities and power plant energy transition
 - Architectural drawings and architectural design of hydrocarbon facilities and gas power plants
 - Project coordination among different engineering design disciplines
 - Architectural cost estimation and bill of material calculation
- **Unitech Engineering Co., Ltd** Jan 2019 - Apr 2020
Environmental Engineer / HSE Engineer Taipei, Taiwan
Environmental engineering consultation including environmental statistics, permission, and environmental management for renewable energy projects
 - Environmental monitoring and management of offshore wind farm projects
 - HSE(environment, health, and safety) management of environmental monitoring
 - EIA (environmental impact assessment)