Ziqi Ye Technical Artist & 3D Generalist

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Education

Carnegie Mellon University
Master of Entertainment Technology
Pittsburgh, US, Expected in 2024
Courses: Building Virtual World, Visual Story

U of Science & Technology Beijing
Bachelor of Industrial Design
Beijing, China, Jun. 2020
GPA: 3.69 / 4.0 (top 3 out of 41)
Courses: Game Design, C++ Programming,
Computer-Aided 2D/3D Product Design

Skills

3D Software
Maya, ZBrush, C4D, Substance Painter,
Houdini, Toolbag, Marvelous Designer,
World Creator, Unreal Engine, Unity

2D Software
Photoshop, Premiere Pro, After Effects,
Illustrator, InDesign, Procreate

Hardware
Arduino, Quest, ICAROS, OptiTrack

Others
Python, PyQt, PyMel, C++, VEX, Shader,
Perforce, Git, Jira, Confluence

Awards

Honorary Mention Award   Dec.2020
the 4th Global Illustration Award
awarded by GIA Committee

The Second Prize   Sept.2020
the 8th National College Digital Art&Design
Awards awarded by NCDA Committee

The First & Third Prize   Dec.2019
the 6th Beijing College Students Animation
Design Competition awarded by Beijing
Education Committee

The Third Prize   May 2019
the 2nd China University Intelligent
Robot Creative Competition awarded by
Engineering Education Committee of China
Higher Education Institute

Outstanding Illustrator Award   Dec.2018
Sichuan Original Animation Contest
awarded by Sichuan Education Bureau

Work Experience

TuSimple – UE4 Technical Artist   Nov.2020 – Jun.2022
- Responsible for the UE4 simulation of realistic highway scene.
- Made 3D assets for both algorithm and hardware team to simulate.
- Assisted UIUX team to iterate the Human Machine Interface(HMI).

GAEA – 3D VFX Design Intern   Jul.2020 – Sept.2020
- Responsible for making special effects in games.
- Created a UE4 real-time 3D animated short film in 3 weeks.

Tencent – Multimedia Design Intern   Jul.2019 – Sept.2019
- Responsible for R&D project of auto diving animation generation.
- AR stage design of Super Penguin Basketball Celebrity Game.

Project Experience

Building Virtual World   Sept.2022 – Dec.2022
- Teamed up with different people, created 5 games in one semester
using Unity. In charge of procedural generated assets and shaders.

Tencent Game Development Camp   Jul.2022 – Sept.2022
- Listened to the lectures taught by experienced Tencent employees,
learned different modules in Unreal Engine from developer's aspect,
knew more about UE4 gameplay framework by coding with C++ and
creating a game demo with three levels by myself.

Company Mascot IP Design   May 2021 – Aug.2021
- According to the company's spirit and culture, upgraded the mascot
with a brand new appearance. Created 3D models based on drafts,
and designed a series of posters and other related products.

Real World Simulation Project   Nov.2020 – Apr.2021
- Based on HD maps, point cloud data, and Google Maps references,
constructed a 20-mile-long section of I-10 highway in America from
scratch, as well as a 32-kilometer-long Chinese sea-crossing bridge.
All these scenes have realistic PBR materials and lighting conditions.
The camera's post-processing effects had also been completed.

Graduation Project   Feb.2020 – Jun.2020
- Completed an UE4 animated short film of 6 minute and 33 seconds
independently. Work content included modeling, texturing, rigging,
animation, lighting, rendering, editing, etc.

Student Research Training Program   Nov.2017 – Nov.2018
- Led the team to participate in the Beijing undergraduate student
research training program, designed and produced a large-scale
racing and battle game based on UE4.

Activities

Director of Digital Design Lab   Mar.2017 – Mar.2019
- Participated in National Robotics Competition ROBOCON.
- Worked as a producer of the competition's rule video for 3 years.
- Responsible for interviews, photography, and video editing works.
- Responsible for the management and planning of lab's activities.