

Ryan (Taiyu) Wu

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Education

Master of Entertainment Technology 2023 – Expected 2025
Entertainment Technology Center, Carnegie Mellon University

Bachelor of Architecture 2018 – 2023
Architecture Design, School of Architecture, Soochow University

Academic Projects

3D artist; Environmental design; Level design | Spotted, ETC, CMU 2023.09
First-person lanternfly-killing VR game built with Unity for Oculus Quest 2

- Constructed the ETC building and built whole game environment in 2 weeks
- Conducted game level design and optimized gameplay beats
- Modeled the blue butterfly for level 2

3D artist; Environmental design; Programming | Art Punk, ETC, CMU 2023.10
Art creation game AR game built with Unity for Oculus Quest 2

- Built an art museum and designed its layout for the game experience
- Modeled the sculptures in museum and the player's boombox and hammer
- Created shattering effect and used script to apply it on sculptures to improve game interactions

Work Experience

Architecture Design Intern, Suzhou Tus Design Institute 2020.07-2020.10

- Converted the 2D drawings into 3D models using Sketch Up and Rhino
- Provided realistic rendering images of projects using V-Ray and Unreal Engine 5
- Collaborated with coworkers, making architecture presentation boards and pitches

3D Modeling Trainer Assistant, ACG Art Training Institute 2021.07-2021.10

- Created 3D models and game environments to help the teaching courseware using Blender and Unreal Engine 5
- Participated in the explanation and presentation of the game blueprint in Unreal Engine 5

Digital Architecture Course Assistant, Suzhou University 2022

- Explained basics of Rhino 7 in the workshop
- Demonstrated how to algorithmically generate 3D models using Grasshopper in Rhino 7
- Helped lead tasks and introduce new topics to the whole group of 30+ students

Extra-Curricular Activities

Members of Publicity Department, Soochow University Club Association 2018 - 2020

- Participated in the publicity work related to campus level activities, such as the Winter Solstice Lantern Activity of Soochow University and the Soochow University Sports Meeting
- Responsible for the production of activity posters, and supervise implementation of activities

Designer; 3D artist | "Zhonglian Cup" Interactive Media Design Competition 2022

- Conducted the preliminary research and analysis of the project
- Prototyped the interaction mechanism for the project
- Responsible for the modeling, environmental design and most rendering contents in the team
- Collaborated with teammates, ensuring team produce high-quality work

Skills

- Experience with hand drafting, sketching
- Tools: UE5, Blender, Maya, Unity, Rhino 7
- Proficient with Sketch Up, Rhino, V-Ray
- Familiar with level design prototyping
- Familiar with Unity and Maya
- Proficient with Photoshop and Adobe Illustrator
- Experience with Unreal Engine5 and Blender
- Familiar in environmental design