

# SHUOZHI, Shen

## Contact

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## Education

- Carnegie Mellon University** 09/2022-05/2024  
*Master of Entertainment Technology, Pittsburgh PA*
- Tianjin University** 09/2017-06/2022  
*Bachelor of Architecture, China*

## Relevant Experience

- Tencent Institute of Games** 09/2021-12/2021  
*Remote - Level Designer, Environment Artist* [Link](#)
  - Responsible for Level Design of a 2D minigame "Nobody". Created level prototype and cooperated with programmers to test it and iterate.
  - Responsible for Environment Art, utilizing architecture techniques like spatial dimension contrast to create mood.
  - Responsible for World Building, and illustrated the game map to demonstrate the game world. Also cooperated with the copywriter to perfect the plot and background stories.
- Aedas Beijing** 07/2021-08/2021  
*Internship - Architect*
  - Collaborated with the urban design group to design the Changsha Sany Techno Park scheme.
  - Expressed design scheme through Illustrator to participated in the bidding.

## Skills

### 3D Art

- Maya
- Substance Painter
- Substance Designer
- Blender
- Zbrush
- Rhinoceros

### Graphics

- Photoshop
- Adobe Illustrator
- Autodesk CAD

### Game Engine

- Unreal Engine 4&5 (Blueprint)
- Unity (C#, Shader Graph)

## Academic Projects

- "Singularity"** 2 weeks in 2022  
**(A VR Storytelling Game in CMU)** [Link](#)  
*Environment Artist, 3D Artist, Experience Designer*

- Cooperated with programmers to design and build quick block-out in Unity, teste and iterate in VR environment to decide the scale and basic layout.
- Built a believable interior based on real architectural structure, the material's properties, and analysis of the character's possible behaviors.
- When arraging assets, I utilized visual composition skills, like using lines to guide guests' eyes to highlight key storytelling elements.
- Used a group of approximate color to unify the style of the whole environment when modeling through Maya and creating stylized textures using SP.
- Set lighting in Unity to create nice shadows, contrast, and highlights.
- Created hand-painted skybox, paritcel systems and postprocessing effects to optimize the environment's visual.

- "The Last Prodigy"** 2 weeks in 2022  
**(A VR Rhythm Game in CMU)**  
*Environment Artist*

- Built a group of believable ancient Chinese temples and gates based on my understanding of Chinese traditional wooden structure.
- When creating stylized 3D assets through Maya and SP, I used normal map to create texture details to reduce models' poly counts while optimizing the visual effects.
- Used Substance Designer to generate the thatch rooftop and the stone garden's texture in a short time.
- Set toon shader, lighting and postprocessing effects to optimize the environment's visual effect.

- VR Interaction System For Heritage Protection, for The Palace Museum** 11/2021-06/2022  
*UE4 Developer, Artist* [Link](#)

- Design and develop a software to visualize interactive architectural relic's models in VR, for architectural heritage reseachers to monitor and make preservation plans in a more intuitive environment.
- Use Blueprint of UE4 to programme multiple VR interaction functions, realizing the real-time synchronization of data from H-BIM to VR platform.
- Visualize the relics' data through an interactive 3D UI system, of which the information hierarchy was based on the H-BIM original data hierarchy, making relic researchers easier to use.

- Computational Design "Hyperlink"** 09/2020-01/2021  
*Architecture Designer* [Link](#)

- Employed Multi-Agent Systems and PSO to simulate students' behavior and parameterize the data for design
- Grafted plug-in units of Grasshopper to modify Boids model to collect space-time distribution data
- Designed 3 types of space, 19 different styles and 11 splicing methods using minimal surface