Sitong Chen

3D Generalist   Seeking Co-op / Full-Time

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Education

CARNEGIE MELLON UNIVERSITY
ENTERTAINMENT TECHNOLOGY CENTER
MAY 2021
· School of Fine Art & Computer Science
· Master of Entertainment Technology

ROCHESTER INSTITUTE OF TECHNOLOGY (RIT)
MAY 2019
· Bachelor of Fine Arts, 3D Digital Design
· Minor: Game Design

Skill

3D ART
· Modeling, Digital Sculpting, Material and Texture(PBR & hand-painted), Rigging, Animation, Lighting, Rendering, Visual Effects
· **Tools**: Maya, ZBrush, 3D-Coat, Substance Painter and Designer, Mari, XNormal, Xgen, Vray, Arnold, Mental Ray, Houdini, Marvelous Designer

2D ART & VIDEO
· Photoshop, Illustrator, After Effects, Premiere

PROGRAMMING
· C++, C#, Java, Python, Blue Print (UE4)

GAME ENGINE
· Unreal Engine 4, Unity, Processing

Relevant Course

CMU
· Building Virtual World, Real-Time Animation, Computer Graphics, Visual Storytelling

RIT
· Character Design, Modeling Strategies, Lighting Material & Rendering, Figure Drawing, Nature Phenomena Simulation, Real-Time Design, Game Design and Development, Visual Design, Interactive Design and Algorithmic, 2D/3D/4D Design

ONLINE
· Advanced Cinematic Character, Advanced Real Time Character, Houdini SOP nodes, Calculus, Linear Algebra

Academic Projects

HYGIENE CARE | ASSITANT PRODUCER & 3D ARTIST | CMU FALL 2020
· Collaborate with Allegheny Health Network to create an interactive experience to increase hand hygiene awareness for nurses
· Responsible for concept art and all 3D Art
· Research on UE4 rendering and water simulation effects

BLUE FIRE | SENIOR THESIS | RIT 2018-2019
· An individual third-person PC game project with UE4
· Research level design with interest curve, and implement game art, UI/UX design, Blueprint programming, and sound design

BUILDING VIRTUAL WORLD | PRODUCER & 3D ARTIST | CMU FALL 2019
· As producer, designer, and artist, create 5 games with VR (HTC Vive, Oculus), AR (Magic Leap), and Phidgets
· Lead team and art style, design game mechanics, create 2D/3D art

EMPOWERUP | LEAD ARTIST | CMU SPRING 2019
· Collaborate with New York University (NYU) to create an interactive experience for students who want to get into game industry
· Responsible for character art, 2D environment, and UI design

Personal Projects

KNIGHT | CINEMATIC REALISTIC CHARACTER | SPRING 2020
· Research and Combine multiple tools, including Maya, ZBrush, Mari, XNormal, Substance Painter, Xgen, Vray, Photoshop, to create realistic SSS human skin, PBR material, realistic hair and fur

Experience

GRADUATE TEACHING ASSISTANT | CARNEGIE MELLON UNIVERSITY | 09/2020-PRESNET
· Running workshops for students (Advanced UV Unwrapping, Intro to Substance Painter)
· Checking students' art work and providing feedback

3D ARITIST INTERN | CARNEGIE MELLON UNIVERSITY | 05/2020-08/2020
· Responsible for character concept art, modeling, rigging and animation for AR tour of *Children Museum*
· Use ProBuilder in Unity to build the museum level for 3D scan

3D GENERALIST | FREELANCE | 05/2020-08/2020
· Create a short animation for a book advertisement, and receive five star from clients
· Create the scene, characters with different assets, materials, rigging, animation in Maya, and rendered with Arnold.

ART INTERN | YOOZOO GAME | 05/2018-08/2018
· Create game assets for *Star Wars* mobile game (Unreleased).
· Assist the Art Director with documentation and demo reels.