Yanran Han

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EDUCATION

Master of Entertainment Technology, Carnegie Mellon University　　　　**Expected May 2019**

Relevant Courses: Building Virtual World, Visual Story

Bachelor of Digital Media Technology, **Zhejiang University,**　　　　　**June 2016**

Relevant Courses: Computer Graphics, Computer Animation, Object-Oriented Programming, Character Design, Game Design and Development, Artificial Intelligence, 3D Animation Technology, Database

SKILLS

Programming Language: C, C++, C#, Java, JavaScript, Python,PHP, HTML5, MySQL, JQuery

Software: Photoshop, Premiere,After Effect, Maya, Zbrush,Unity3D, Dreamweaver, Illustrator, Mudbox, Substance Painter/Designer, Houdini, Perforce,Visual Studio

Game-development Platform: Android, IOS, Hololens, VIVE, Oculus,Leap Motion, Kinect

Core skills: Modeling, Texturing,VFX ,Scripting, Rigging, Shader Programming, Lighting, Rendering.

EXPERIENCE

Intern of UI/UX Design Department,Nikki Games , Shanghai, China　　　**Feb 2017 – Aug 2017**
- Used illustrator, photoshop to design the UI, poster and website of the game " Nikki-Dress UP"
- Developed several tools in javascript for artist to replace the language of UI automatically.

Intern of New Media, China Central Television, Beijing ,China　　　**July 2015-Aug 2015**
- Cooperated with different department , designed and wrote websites in photoshop and js

Intern of 2D/3D artist, BuddyFish Game Co, Ltd. Shanghai,China　　　**Aug 2014**
- Learned building character and environment in Maya and Zbrush

ACADEMIC PROJECTS

Artist, Building Virtual World, Entertainment Technology Center   Fall 2017　　　**Fall 2017**
- Focused on good communication, teamwork, rapid prototyping, and iteration. As a 3D/2D artist, drew concept art and storyboard of the game, worked on modeling, texturing, rigging,VFX, rendering and animations and provided the character,prop, environment asset of the game.
- Wrote several shaders to improve the appeal of scenes (water.wave,etc.)
- Designed the mechanic ,story and levels of the game.

Traditional Animation Solo Project, Zhejiang University　　　　　**Spring 2016**
- Worked on script, character design,storyboard,timing and editing.

PERSONAL PROJECTS

CiGA 48hour Game Jam　　　**Solo Artist**　　　　　　　　**Mar 2017**
- Worked on character design, UI, environment setting and art style of the game in just 5 hours
- Designed the mechanic and storyline of the game

Animation Club　　　　　**Producer/Artist**　　　　　　**Sep 2012-June 2015**
- Made poster,illustration,brochures and animated films by Photoshop,Illustrator and After effects.