

EDUCATION

Master of Entertainment Technology, May'21
Carnegie Mellon University (CMU),
Entertainment Technology Center (ETC),
Pittsburgh, PA

B.S. in Electrical Engineering, May'19
Lehigh University, Bethlehem, PA
GPA: 3.74/4.0

SKILLS

SOFTWARE:

Microsoft Office
Maya
Substance Painter
Zbrush
Unity
Adobe Premiere
Adobe After Effects
Adobe Photoshop

ART:

3D Modeling
Texturing
Rigging
Animating
Drawing
Video Editing
Motion Graphics
Photography

PROGRAMMING:

Java
Python
MEL
SQL
Assembly Intel 8085
Arduino / Raspberry Pi
MATLAB

LANGUAGES:

Chinese (native)
English (fluent)
Japanese (intermediate)
German (beginner)

ACADEMIC PROJECTS

PicoCTF Game, CMU | 3D Generalist Aug'20 - Present

- Design and deliver an interactive web game for PicoCTF 2021, a two-week online cybersecurity competition for high school students
- Create worldbuilding for the game which assist the game design
- Utilize Maya, Zbrush, and Unity to create four aliens characters and eight planets environments, and also make simple rigs and animations for the characters

Safewell, ETC | 3D Generalist Jan - May'20

- Designed an immersive VR safety training program to train employees to identify and deal with potential hazards on job sites
- Utilized Maya and Substance Painter to create 14 realistic models including complex infrastructure from site visit photos
- Built rigs and implemented animations to vividly show operations of workers by using Maya and Unreal Engine
- Effectively communicated with teammates, faculties, and clients

Building Virtual Worlds, ETC | 3D Artist Aug - Dec'19

- Designed five AR/VR games within one to two-week cycles and collaborated with teams of artists, programmers, and sound designers
- Designed, modeled, textured, rigged, and animated characters and environments via using Maya, Substance Painter, and Zbrush
- Implemented and optimized models in Unity

PERSONAL PROJECTS

Summer Enrichment, ETC, CMU | Tech Artist May- Aug'20

- Self-trained on procedural rigging and writing tools for Maya in MEL and Python by using a combination of online tutorials and professional feedback

SledAR, MIT Reality Hack | 3D Artist Jan'20

- Designed a fun AR game in which the player can draw snows, hills, and barricades to affect the character boy sledding
- Worked effectively on the whole animation pipeline to animate the boy by using Maya and Substance Painter

EXPERIENCE

Graduate Teaching Assistant, ETC, CMU Aug'20 - Present

- Assist students on the art and technical skills for building AR/VR games in 'Building Virtual Worlds' course
- Hold rigging and animation workshops to around 20 students

Production Intern, Aoi Pro. Inc, Tokyo, Japan Jul' - Aug'18

- Designed and created seven motion graphics and short videos for business use within six weeks by using Adobe After Effects
- Directed, shot and used Adobe Premiere to edit one trailer to show the life and inside personality of the employee after work
- Learned and helped with lighting and storyboarding by attending advertisement shooting in six weekends