

YU LI

3D Environment & Lighting Artist, Pittsburgh, PA

<https://cosmosli.com>

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EDUCATIONAL BACKGROUND

Carnegie Mellon University (CMU)

Pittsburgh, PA, US

- Master of Entertainment Technology

Expected May 2023

Beijing Normal University (BNU)

Beijing, China

- Major: B.A. in Digital Media Art - Minor: Communication

- Semester Exchange | City University of Hong Kong | School of Creative Media

- Summer Intensive | Tokyo University of the Arts | Media/ Anime/ Digital Industries

Jul. 2020

Fall 2018

Jul. 2018

Experienced Software

Autodesk Maya

Zbrush

Substance Painter

Unreal Engine 4

Unity 3D

Photoshop

After Effect

Premiere

EXPERIENCE

Archosaur Games Inc

3D Environment Artist & Lighting Artist

Beijing, China

Jan.-Aug. 2021

- Project A / Game Opening Cinematic / UE4 | Expected release 2023

Worked as 3D environment artist and lighting artist on a MMO game. Mainly focused on scene composition, look dev, lighting, post-processing and layered rendering.

- Project B / Game Promo Trailer / UE4 | Expected release 2022

Worked as 3D artist and lighting artist on two game trailers, which attracted over 160M views on video platform.

ByteDance, Nuverse

Internship | GUI Designer

Beijing, China

Sept.-Dec. 2020

- Worked on the 3D UI design on a multiplayer strategy game. Completed 3D rendered interface background in multiple mini games.

Jiangyang Dadao Cultural Communication

Internship | Scene Art Direction

Beijing, China

Sept.-Nov. 2017

- Completed concept graphs and 3D scene design in a clothing brand's advertisement.

Related skills

Cinematography

Photography

Sketching

Scriptwriting

Acting

Relevant Coursework

Building Virtual World

Digital Art Studio

3D Animation

Game Design

Visual Story Telling

Improvisational Acting

Interests

Hiking

Swimming

Piano

Photography

Traveling

ACADEMIC PROJECTS

- Job Hunting / PC Dance Mat + Makey Makey **3D & Lighting Artist / UI Designer**

Worked on a team of 5 to create a co-op game keeping players work as one to win the job hunt. Modeled the 3D world in Maya and worked within Unity on lighting and texture.

- Song of Opera / AR Game / Hololens 2 **3D Artist / Animator**

Worked on a team of 5 to bring the experience of creating player's unique Peking Opera Mask in an AR world.

PERSONAL PROJECTS

- Upgraded / 3D Animation **Individual Work** Feb.-Mar. 2019

A three minutes animation using multi-line narrative to depict the path of monk's self digitization pilgrimage to become Buddha.

- Sealed / 3D Animation **Individual Work** Jan. 2019

An individual 3D animation under the concept of "animal worship" in Japanese culture conveying the unique connection between human, the deified animals and the nature.

HONORS AND AWARDS

Top 10 Nominated Games "IndiePlay" China Indie Game Awards, exhibited on WePlay Expo as finalists, 2020

Selected 『舜』 Excellent graduation works of 2020 animation and digital media, 2020

Excellent Work Golden Rooster and Hundred Flowers Film Festival International Microfilm Competition, 2018