

## HA YUANZHOU

**PORTFOLIO** <https://yuanzhouha.com>

**COMPUTER SKILLS** **Maya, Auto CAD, Sketchup, Rhinoceros, 3ds Max, Artilantis Studio, Lumion, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Microsoft Office, Mac OS**

**EDUCATION** **Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA**  
September 2015 - May 2017 Master of Entertainment Technology  
**College of Art Design and Media, East China University of Science and Technology, Shanghai, China**  
September 2010 - July 2014 Bachelor of Art Design (Public Art Design)

**INTERN WORKING EXPERIENCE**

**3D Artist, Magikid, Shanghai [May. 2016 - Aug. 2016 ]**

- Designed the fair stand for China Consumer Electronics Expo
- Created 3D model for the VR projects
- Helped the 2D department to draw some concept art illustrations

**Architect, Gensler, Shanghai [Jan. 2014 - Jun. 2014]**

- Participated in the design of pedestrian tunnel in the WaiGaoQiao Free Trade Zone.
- Calculated the data of a museum in WaiGaoQiao Free Trade Zone.
- Created digital models and layout book for the square project in Zhuhai.

**Architect, Shanghai Xian Dai Architectural Design (Group) Co., Ltd, Shanghai, China [Jul. 2013 - Dec. 2013]**

- Created digital models for the department.
- Drew blueprints for the project.
- Created the layout book for the project.

**UIUX Designer, Lenovo, Shanghai, China [Sep. 2012 - Nov. 2012]**

- Designed banners for Lenovo's websites to increase the downloads.
- Designed the loading pages and UI for Lenovo's app to improve the user experience.

**ACADEMIC PROJECTS**

**[Mobius Master], Mobile App Game Project for Verizon, Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA [Sep. 2016 - Dec. 2016]**

- Created the 3D art works for the VR part to make it more attractive for playing.
- Made the UIUX works for the app to make the user flow more fluent.

**[Fiero], Mobile App Game Project for Verizon, Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA [Jan. 2016 - Apr. 2016]**

- Created the 3D environment art works for the game to make it more immersive.
- Designed the UIUX works for the games to help the players know how to play the game.

**Building Virtual World, Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA [Aug. 2015 - Dec. 2015]**

**[Deep Sea Blitz], [C4], [Wake up Tommy!!!], [Diamond in the Rough],**

**[Mission Apophis] ( Round 1 - 5 )**

- Created all the 2D art works for the games.
- Created part of the 3D art works for the games.
- Created all the UIUX works for the games.