

ANLAN YANG

3D Environment Artist & 2D Artist

E-mail: anlanyang2019@yeah.net

portfolio: <https://anlanyang.com>

Phone: (412)-251-6548

Location: Pittsburgh, PA 15219

EDUCATION

Carnegie Mellon University

09.2021-05.2023(expected)

Master of Entertainment Technology

Entertainment Technology Center

Renmin University Of China

09.2016--06.2020

Bachelor of Fine Art GPA:3.68/4.0

Major: Animation(New Media Art)

ACADEMIC PROJECTS

The Four Seasons

Platform: Oculus Quest 2

Role: Artist

11.2021

- Create an interactive story about a seriously ill and dying boy, the guest can feel the emotional change about the main character during interacte with the story.
- Create 2D illustrations and applied them in 3D scenes utilizing Unity engine.
- Build 3D assets using in the 3D scenes using Maya.
- Contributed to UI development.

Santa's Honor

Platform: Jam-O-Drum

Role: Artist

11.2021

- Create a Chrstimas theme's party game for BVW festival.
- Design the main character and build the character through Maya.
- Performed rigging of main character and created 3D animation.
- Design and draw the 2D instruction illustrations and the UI on the Jam-O-Drum buttons.

Little Buddies Choir

Platform: Eye Tracker

Role: Artist

10.2021

- Created a music game, where the gust will be the conductor use eye contact to let the choir sing well.
- Created environmental design.
- Applied texture to 3D assets.

Remeber Me

Platform: Hololens 2

Role: Artist

08.2021

- Create an AR experience of assembling object from pieces in grandmas's memory space before monster Momo eats them all.
- Drew physical sketch book featured in introduction, storytelling,instruction and used to connect real and virtual world.
- Design and modeled the interactive object using Maya.
- Design the main character illustration.

PERSONAL PROJECT

Endangered Family

Platform: Kinect

09.2019--10.2019

- Public service advertisement designed for Beijing Aquarium.
- Exhibit in Renmin University of china Art Museum (10.30.2019--11.07.2019).
- Won the second prize in The Computer Design Competition for Chinese College Students.
- Participated in the municipal evaluation at Minzu University of China in May 2019 and the national evaluation at Jilin University in July 2019.

Chirstmas Delivery

Platform: PC

04.2018

- Worked in a three person team to create a bug themed game for the Game Off 2021 game jam hosted by GitHub.
- Responsible for environment art design and modeling, character design, rigging and animation.

INTERNSHIP EXPERIENCE

Beijing Shunda Zhicheng Mould Co., Ltd.

06.2019--09.2019

3D modeler

- Participated in the production of the Skyworth TV Housing, plastic parts of Beijing-Hyundai Auto and Lenovo computer screen enclosure.
- Learned the production process of mould.

Danzhai County Culture Bureau of Qiandongnan Miao and Dong Autonomous Prefecture

04.2018

Assistant Photographer

- Assisted in completing the shooting of propaganda films with the purpose of carrying forward Danzhai' s traditional handicraft culture.
- Participated in the work of shooting and post-production.

Profesinal skill

Maya
Procrate
Substance painter
Z-brush
C4D
Unity3D
PS
AI
PR
AE

Related Skill

Sketch
Oil painting
Java script
P5.js
HTML5
CSS
Acting

Relevant Coursework

Building Vitrual World
Visual Story
Improvisational Acting
Animation Design
Visual Communication Design
inroduction of web design
Basis of 3D
Graphic Design

Volunteer & Activities

Member of Red Cross Society, RUC
10.2016-09.2017
Volunteer of The 19th Chinese People' s Congress
11.2017
Deputy Minister of Propaganda Department, Student Union, RUC
09.2016-06.2019

Hobbies

Oil Painting
Piano
Guitar
Swimming
Hiking
Video game
Sculpture