LINYAO(FREYA) LI

Seeking co-op/full-time

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EDUCATION

Carnegie Mellon University Entertainment Technology Center
School of Fine Art & Computer Science
Pittsburgh, PA, May 2020
Master of Entertainment Technology (MET)

Fudan University (FDU)
Shanghai, China, Jun. 2018
B.A. Advertising
Second Major: English Translation

SKILLS

3D Modeling Pipeline · Digital Sculpture · Character Modeling · Environment Modeling · Texture Art · PBR Materials Concept Art · Game Design · Graphic Design · Film-making · Commercial Photography · Sound Design

TOOLS

- Software: Maya · ZBrush · Unity3D · Unreal · Adobe Creative Suite (Ai, Au, Ae, Ps, Pr, Id) · Substance Painter/Designer · Mari · Mudbox · Marvelous Designer · Speedtree · Marmoset Tool bag · Xgen · Vray · RizomUV

- Code: Python in Maya · C C#

COURSES

Figure Drawing · Building Virtual World (VR/AR/PC Game Design) · Topography · Drawing · Digital Art · Contemporary Art Ideology and Creation · Visual Art and Design · Creating Advanced Cinematic Character -Vagrant Knight(Online) · Modeling Next-Gen Real-time Rendered Character (Online) · 3D Scene in Unreal 4 (Online)

AWARDS & ACTIVITIES

- FDU the First Prize Scholarship
- FDU Micro Film Contest Gold Award
- Minister of Publicity Department, FDU Student Union

ACADEMIC

UCSC - ETC AR Facial Recognization Game Project · 3D Artist & Designer
Pittsburgh, Aug. 2019 - Present
- Collaborate with UCSC research group to create a game utilized facial recognition for social-emotional learning.
- Research on 3D art application on AR platform, facial action coding system, scanning technology pipeline for creating realistic 3d models.

Anatomy Sculpture & Mo-cap Animation Research (Ziva VFX Pipeline)
Pittsburgh, Aug. 2019 - Present
- Independent study with ETC professor Ricardo Washington to explore real-time rendered animation in Unreal 4 engine including anatomy sculpting (skeleton, muscle structure, and human body), researches and implementation on Ziva VFX pipeline, mo-cap data analysis, and real-time rendered material animation.

Year - Long Game Studio · Environment Concept & 3D Artist
Pittsburgh, Jan.- Jun. 2019
- Responsible for environment concept design and delivered a series of post-apocalyptic style interior concept art. Modeled interior environment which supported prototypes and demo.

Building Virtual Worlds · 3D Artist & Producer
Pittsburgh, PA, Aug.- Dec. 2018
- Designer and artist for five interactive experiences for platforms including AR (Meta 2), Kinect 2, VR (HTC Vive, Oculus Rift) and Phidgets.
- Created 3D/2D characters, scenes, UI.

EXPERIENCES

Carnegie Mellon University · Visual Story Teaching Assistant
Pittsburgh, Aug - now 2019
- Coordinated with faculty to teach students about visual language(film-making, photography, screenplay, storyboard, post-production)
- Delivered workshop on film post-production technique.

National High School Game Academy · 3D Art Teaching Assistant
Pittsburgh, Jun - Aug 2019
- Coordinated with faculty to teach students about the game industry.
- Responsible for teaching 3d modeling in Maya, digital sculpture in ZBrush, UV & look development, and hair system in Maya classes. Delivered lectures, workshops, Maya 2019 learning document for students.

Interactive Lab · 2D/3D Artist Intern
Shanghai, China, Mar. - Jul. 2018
- Responsible for character design, scene design and 2D/3D assets for six delivered games. Designed the logo for Tourism Bureau of Shanghai.

Hunan Satellite TV · Creative Director Intern
Changsha, China, Jun. - Sep. 2015
- Lead director for online trailers of "Up Idol " Reality Show and delivered 10 stop motion animation trailers and each received over 500,000 hits.