LIYI TANG
GAME ARTIST

(878)999-6397 | asukalunarkimchi@gmail.com| https://www.liyiportfolio.com |https://www.artstation.com/liyitang |Pittsburgh, PA

EDUCATION

| 2022 – Present | **Carnegie Mellon University** |
| Pittsburgh, PA | Master of Entertainment Technology (M.E.T) |

| 2017 – 2021 | **University of Liverpool** |
| Liverpool, UK | Bachelor of Arts, Digital Media Arts (DMA) |

SKILL

VFX Art: Ability to create different effects with Unity VFX, Unreal Engine Niagara, Houdini.

3D Art: Ability to create 3D assets and skilled in Maya, Zbrush, Blender, Substance Painter and Photoshop. Skilled in Key-frame animation.

Concept Art: Proficient in Photoshop and Procreate.

Programming: Basic Java, C++, C# scripting in Processing, OpenGL and Unity. Skilled in Unreal Engine Blueprint.

EXPERIENCE

2022 – Present	**Building Virtual World (BVW)**
Pittsburgh, PA	Role:3D Artist
	BVW gives small teams of students two weeks to create a virtual world through VR and AR, with new groups and goals for each round. Work with programmers, producer and sound designer as a 3D artist to make art assets including Models, UV mapping, Texture, Animations, VFX and shaders.

2020 Apr–June	**Studio: Expressive Creature Design**
Suzhou, China	Role: Art Developer
	Create a complete biological design that can not only perceive specific inputs, but also respond to external stimuli through its own expression. Work as an Art Developer designed the concept art of the creature and interactive scenes, used Arduino to program the biological activities and performance, including the key visual output, and carried out the final assembly.

2019 June–Oct	**Perfect World Co., Ltd.**
Suzhou, China	Role: Character Concept Artist Internship
	Sketch, ideate, and iterate character/creature concepts.