Min Pan (3D Artist)

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Education

Carnegie Mellon University, Entertainment Technology Center (ETC)   Pittsburgh, PA
Master of Entertainment Technology   Aug 2018 - May 2020

Hefei University of Technology, School of Architecture and Arts   Hefei, China
Bachelor of Architecture   Sep 2013 - Jun 2018

Skills

3D software: Maya, ZBrush, Blender, Substance Painter, Substance Designer   **Game engine:** Unity, Unreal Engine
3D technical skills: Modeling, Sculpting, Texturing, Lighting, Rendering   **2D software:** Photoshop, Illustrator

Academic Projects

Shadow Agent, Google Stadia   Aug 2019 – Dec 2019
Lead Artist, Game Designer
Together with Google machine learning researchers and game designers to seek new game genres made possible by applying reinforcement learning strategically to specific subsets of character behavior.
- Led branding design including logo, poster, and website
- Explored potential game mechanics using Google machine learning technology, with a focus on delightful player results

One Small Act, Children's Museum of Pittsburgh (CMP)   Jan 2019 – May 2019
3D Artist, Experience Designer
Work with the Design Department and the Learning & Research Department at CMP, we delivered a high-fidelity prototype that translates the concept of kindness into an experience that resonates with children and caregivers.
- Conducted research on children's behavior in CMP to guide design process
- Experimented different art styles and iterated art assets based on clients' demand
- The final experience achieved our design goal and was installed in CMP

Medieval Town, ETC, Digital Art Studio   Jan 2019 – May 2019
3D Environment Artist
- Experimented realistic art style in a medieval town scene
- Designed, modeled, iterated, and rendered high quality 3D environment through industry pipeline

Building Virtual Worlds, ETC   Aug 2018 – Dec 2018
Artist, Game Designer
Six rounds of two-week projects in which a team of five students of different backgrounds and skill sets (i.e., programming, art, sound design, production) collaborate to develop a new virtual world from concept to working prototype with different prompts and for various AR/VR platforms.
- Designed different characters and environments for different experiences
- Handled tasks including concept art, 3D modeling, texturing, animation, UI/UX design
- The second round game *The Last Two ETCers* was selected by jury to be shown at the BVW festival

Caffeine High, ETC, Building Virtual Worlds   Nov 2018 – Dec 2018
Artist, Game Designer
- Experimented and implemented both semi-realistic and stylistic 2D/3D assets for the project
- Imported and organized assets to Unity, and created customized game UI interface

Experience

3D Artist Intern, Segway-Ninebot   Jun 2019 – Aug 2019
- Designed and created levels and art assets for the game development team, delivered 3 polished prototypes
- Set up art style and 3D art pipeline for further development

Architecture Designer Intern, Zhongtai Architecture Design Studio   Feb 2017 – Jun 2017
- Contributed to a hospital design project and a rural planning project
- Handled tasks including concept design, 3D modeling, scene rendering, and construction analysis