

Pulei Wang

Pittsburgh, USA

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PORTFOLIO

<https://www.wangplay.net/>

SKILLS

- Environment Artist
- 3D Animation
- UI/UX Designer
- Photography
- Cinematography

TOOLS

3D Art

- Maya
- ZBrush
- Houdini
- Substance Painter

2D Art

- Photoshop
- Illustrator
- Figma
- Sketch
- Principle

Game Engine

- Unity

Film & Photo

- Davinci Resolve
- After Effects
- Premiere Pro
- Lightroom

LANGUAGES

- Chinese (Native)
- English (Fluent)
- Japanese (Limited)

EDUCATION

Carnegie Mellon University Pittsburgh, USA
Master of Entertainment Technology 2022.09–2024.05

Communication University of China & New York Institute of Technology Beijing, China
Bachelor of Fine Arts · Digital Media Art 2017.09–2021.06
GPA 3.57/4.0

PROJECTS

Ace Breakers, VR Pickleball Game 2023.01–2023.05
3D Artist, Light, UI Designer [Link](#)

- Responsible for the design of all 3D game art, including characters and environments, using Maya to model all 3D models for the game.
- Utilized Substance Painter to texture game environments and character models.
- Set up game art assets and lighting in Unity, adjusting physics-based rendering for VR perspectives.
- Designed game UI with Illustrator and Figma, collaborating closely with developers to ensure complete UI interaction implementation.

Plushie Pals, 3D Animation Pipeline 2023.01–2023.05
Environment Artist, Light [Link](#)

- Responsible for design and modeling of animation environment, using Maya to model white models.
- Using ZBrush to sculpted detailed key models in the environment and baked them onto high-poly models.
- Textured animation environment models with Substance Painter.
- Imported high-poly models and textures into Maya and arranged the lighting, ensuring textures and shadows rendered correctly in Arnold.

Singularity, VR Narrative Games 2022.10–2022.11
Environment Artist, 3D Animation, UI [Link](#)

- Designed in-game spaceships and modeled the ships, cockpits, and dog using Maya.
- Textured the spaceships and dog with Substance Painter.
- Animated dog movements in Maya.
- Crafted cockpit dashboard UI and animations in After Effects.