QIANYE 'RENEE' MEI

✉ meiqianye@gmail.com 🌐 reneemei.me 📞 404-990-0833

OBJECTIVE

Looking for a summer internship position as a technical artist

EDUCATION

Entertainment Technology Center, Carnegie Mellon University
Master of Entertainment Technology 2019

Georgia Institute of Technology
Bachelor of Science in Civil Engineering 2016

SKILLS

SOFTWARE: Maya, 3ds Max, Unity 5, JavaScript, C#, HTML, SQL, CSS, Git, Photoshop, InDesign, Perforce, jQuery

SOFT SKILLS: research, cross-disciplinary communication, multi-tasking, time management, Japanese (Intermediate), Mandarin (Fluent)

TECHNICAL SKILLS: Object Oriented Programming, Data Schema Design, 3D Modeling, Rigging and Animation, Digital Illustration

PROJECTS

Building Virtual Worlds, Carnegie Mellon University　　Aug 2017 to Current
- Contribute to the team as a 3D artist on five rounds of rapid game development
- Participate in designing the storytelling and UI/UX of the games
- Create game assets including 3D character models with rigging and animation, environment models and UI elements
- Set up game environment and lighting in Unity

AR Wall, Center of GIS, Georgia Tech　　Apr 2015 to Mar 2016
- Worked as an undergraduate research assistant at the Interactive Media and Architecture Group in Education Lab
- Initiated an Android mobile application development project representing in-wall structure on live video background using augmented reality
- Created art assets such as 3D models of in-wall structure
- Imported into Unity and implemented augmented reality functionalities using Unity Qualcomm Vuforia extension

AWARDS

Joe S. Mundy Global Learning Endowment　　Jan 2016
Rewarded for conducting an international research project