

# YANYU TONG | 3D Artist [www.yanyuton.com](http://www.yanyuton.com)

yanyuton@andrew.cmu.edu | 412-773-1572 | Seeking full-time 3D artist opportunities

## EDUCATION

**CARNEGIE MELLON UNIVERSITY**  
**Entertainment Technology Center**  
**(ETC)** *May 2020 | Pittsburgh, PA*  
Master of Entertainment Technology

**HUAZHONG UNIVERSITY OF**  
**SCIENCE & TECHNOLOG (HUST)**  
**Digital Media Technology**  
*May 2018 | Wuhan, China*  
Bachelor of Engineering

### Related Courses

Digital Art Studio | Life Drawing |  
Technical Character Animation |  
Animation Pipeline | Visual Story |  
Virtual Reality | Game Design |  
Motion Capture Application

## SKILLS

3D Modeling | High to Low Poly |  
Hard Surface & Organic  
Retopology  
Unwrapping UV  
Textures | PBR & Hand-painted  
Node-based Shader  
Rigging & Animation  
Lightning & Rendering  
Graphic and Concept Design  
Scrum/Agile Workflow  
C | C++ | Python | Mel

## SOFTWARES

MAYA | 3ds Max | Zbrush  
Unity 3D | Unreal Engine 4  
Topogun | RizomUV  
Substance Designer | Painter  
Shader Graph | Shader Forge  
Mental Ray | Arnold | Keyshot |  
Marmoset Toolbag  
Adobe Photoshop | Illustrator |  
After Effects | Premiere  
Microsoft Suite  
Peforce | Github | Sourcetree

## PROFESSIONAL EXPERIENCE

### Aquatic - Holokit AR project | 3D Generalist Contractor

A storytelling based interactive experience on a brand new MR platform  
*Jul 2019 - Aug 2019 | Silicon Valley, CA*

- Conceptualized main characters and storyboard for the whole gameplay
- Authored and troubleshoot all 3D assets compatible with Unity 3D including AR-friendly models, hand-painted textures and animations
- Implemented VFX of magical lightning and cloth simulation in Unity3D

### Digital Media Technology Lab of HUST | Director

A studio developing indie games, animation and digital teaching tool  
*Sep 2016 - Jun 2018 | Wuhan, China*

- Led a team around 20 members to create digital tools assisting teaching and develop games on mobile and PC.
- Conducted workshop of digital art tool - Photoshop, Maya, Substance

### Agricultural Development Bank of China, Wuhan Donghu Branch | Video Producer Intern

*Aug 2015 - Nov 2015 | Wuhan, China*

- Led a team of 3 to create and develop an advertising film
- Worked on video shooting, audio recording and post-production editing via Adobe After Effects and Premiere

## ACADEMIC PROJECTS

### CO-VR, Facebook as the Client, ETC | 3D Generalist

Exploring sustainable social experience for Oculus and mobile players  
*Jan 2020 - Present | Pittsburgh, PA*

- Authored 3D art assets compatible with both android and Oculus Quest
- Designed game mechanism and interactions between mobile and VR

### Burnt Onion Game Studio, ETC | Art Director

A survival strategy game launched at <https://teamexodus.itch.io/exodus>  
*Jan 2019 - May 2019 | Pittsburgh, PA*

- Led an art team of 3 to achieve balanced consistent art assets
- Decided art style and designed game world setting and visualized concept art

### Building Virtual World, ETC | 3D Generalist

Rapid prototyping class with 5 rounds each lasting for 2-3 weeks  
*Aug 2018 - Dec 2018 | Pittsburgh, PA*

- Worked in teams of 5 making highly innovative and interactive AR/VR games on Meta II, Kinect II and HTC Vive
- Worked on 3D modeling, texturing, rigging and animation via Maya, Zbrush and Substance Painter
- Honed teamwork, communication and iteration skills through interdisciplinary collaboration