YUTIAN XIE
3D ENVIRONMENT ARTIST | VISUAL DESIGNER

CONTACTS

- www.yutianxie.com
- www.linkedin.com/in/yutianxie
- xieyutian7@gmail.com
- Pittsburgh, PA
- 203-687-1484

EDUCATION

CARNEGIE MELLON UNIVERSITY
2021 - 2023 | Pittsburgh, PA | GPA 3.84
Master of Entertainment Technology
School of Computer Graphics

**TECHNOLOGICAL UNIVERSITY
OF THE SHANNON**
2018 - 2019 | Ireland
BA in Graphic and Digital Design

JIANGHAN UNIVERSITY
2015 - 2018 | China
BA in Visual Communication Design

SKILLS

DEVELOPMENT:
Engine:
Unity 3D, Unreal Engine 4&5, Roblox.
Collaboration:
**Github, Perforce, Google Suite,
Office Suite, WPS, Jira.**

3D:
3D Modeling/Texturing/Animation:
**Maya, ZBrush, Substance Painter,
Substance Designer, Blender, C4D, Max,
Marvelous Designer, Marmoset Toolbag.**
Technical Art:
Houdini, Speedtree, World Creator, Xgen.

2D:
Graphic and Digital Design:
**Adobe Creative Suite (Ps,Ai, Id, Xd, Pr, Ae,
Ch, An, Me), Procreate, SketchBook,
Digital/Traditional Painting and Drawing.**

Sound design:
**Adobe Audition, FL Studio, Logic Pro,
Audacity, GarageBand, Sound Forge Pro.**

EXPERIENCE

3D ENVIRONMENT ARTIST · DREAM FOUNDRY GAMES
Provided artistic development by creating realistic 3D characters and environments for indie games.
May 2024 - Apr 2025 | Pittsburgh | Full-time
- Developed realistic environments for an **indie RPG title** across **Xbox**, **console**, and **mobile Games**.
- Created and optimized **URP LOD assets**, **terrain**, **skybox**, **vegetation** to enhance visual fidelity.
- Worked on **dynamic lighting**, **particle effects**, **post-processing effects**, asset optimization in Unity.

3D ARTIST · WALMART
Generated upload-ready 3D environment and assets to enhance immersive commerce experiences.
Dec 2023 - Apr 2024 | Remote | Contract
- Utilized industry-standard tools to seamlessly **bridge virtual and physical commerce**.
- Used Maya, Blender, Zbrush, Adobe Substance Painter to create **upload-ready 3D Fashion items**.
- Created **3D environment assets** through 3D modeling, UV mapping, texturing, and implementation.

3D ENVIRONMENT ARTIST · EKTO ONE
Led the creation of a visually stunning VR tutorial showcased at the Expo and Trade Show.
Jan - May 2023 | Pittsburgh | Contract
- Created **VR environment assets** through 3D modeling, UV mapping, texturing, and implementation.
- Utilized **industry-standard tools** (Unity, Maya, SP...) for seamless asset creation and integration.
- Delivered 7 iterations of interactive prototypes focusing on environmental design and layouts.
- Implemented **lighting and post-processing effects** to achieve desired look and feel of environments.
- Optimized assets for **performance and constraints**, ensured a smooth and immersive VR experience.

3D ARTIST & DESIGNER · LA MAMA EXPERIMENTAL THEATRE
Designed, prototyped, and launched a WebAR APP to create an interactive theatre archive in NYC.
Sep - Dec 2022 | NYC | Contract
- Launched placards with 5 web-AR experiences to boost user acquisition and engagement.
- Concentrated on the theatre props' 3D modeling, texturing, and rigging (**Static and animated**).
- Optimized art assets for **performance and web AR constraints**, ensuring a seamless experience.
- Executed **innovative AR digital solutions,** created 15+ high-fidelity prototypes for the MVP launch.

ACADEMIC PROJECTS

3D ENVIRONMENT ARTIST · THE HOUSE OF NYMPH
Jan – Apr 2023 | CMU Project

- Worked on the environment setting, concept art, white box layout, and composition.
- Specialized in **organic assets**' modeling, UV unwrapping, High-to-Low Poly baking, and texturing.
- Contributed to the creation of **foliage**, **skybox**, and **procedurally generated plants and trees**.
- Implemented **VFX**(**shaders and particles**), lighting, **camera settings**, and final animation rendering.

3D ENVIRONMENT ARTIST · THE COLD ZONE
Jan - May 2023 | CMU Project

- Played a key role in world-building, concept art, and environmental storytelling.
- Developed customized **3D Sci-Fi buildings**, **props**, assets to bring extreme weather settings to life.
- Concentrated on **hard-surface assets**' modeling, UV unwrapping, texturing, applied **PBR workflow**.
- Applied expertise in customized materials (**decal, terrain, skybox**) **set up** in Unreal Engine 5.
- Implemented **lighting**, set up cameras, and rendered final fly-through animation.