

# YUTIAN XIE

## 3D ARTIST & VISUAL DESIGNER

### CONTACTS

🏠 Pittsburgh, PA  
🌐 [www.yutianxie.com](http://www.yutianxie.com)  
🌐 [www.linkedin.com/in/yutianxie](https://www.linkedin.com/in/yutianxie)  
🌐 [www.artstation.com/yutianxie9](http://www.artstation.com/yutianxie9)  
✉ [xieyutian7@gmail.com](mailto:xieyutian7@gmail.com)  
☎ 203-687-1484

### EDUCATION

#### CARNEGIE MELLON UNIVERSITY

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

#### ATHLONE INSTITUTE OF TECHNOLOGY

2015 - 2019 | Ireland  
BA in Graphic and Digital Design

#### JIANGHAN UNIVERSITY

2015 - 2019 | 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 ARTIST • WALMART

Responsible for generating upload-ready 3D assets to enhance immersive commerce experiences in gaming, virtual environments, and apps.

Dec 2023 - Present | Remote | Contract

- Utilize industry-standard tools to seamlessly **bridge virtual and physical commerce**.
- Use Maya, Blender, Zbrush, Adobe Substance Painter&designer to **create 3D Virtual Fashion items**.
- Create **3D environment assets** through 3D modeling, UV mapping, texturing, and implementation.
- Collaborate with fashion designers, PMs to **build the 3D asset pipeline** and ensure functionality.

#### 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 art assets through 3D modeling, UV unwrapping, 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.
- Closely worked with programmers, UX designers, TAs to integrate assets and ensure functionality.

#### 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.
- Implemented **interactive elements and animations** to enhance the user experience in 8th Wall.
- Created 15+ high-fidelity prototypes to create UX assets for the MVP launch and usability testing.
- Executed innovative **AR digital solutions** to improve share feature engagement.

### ACADEMIC PROJECTS

#### 3D 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.