

YUTIAN (RAY) XIE

Graphic Designer 3D Artist UI/UX Designer

www.yutianxie.com

878-999-6482

xieyutian0@gmail.com

Pittsburg, PA

www.linkedin.com/in/yutianxie

EDUCATION

Master of Entertainment Technology

Carnegie Mellon University - GPA:3.95

2021 - 2023 (Est)

Pittsburg, PA

Bachelor of Arts (Graphic and Digital Design)

Athlone Institute of Technology

2018 - 2019

Athlone, Ireland

Bachelor of Arts (Visual Communication Design)

Jiangnan University - GPA:3.65

2015 - 2018

Wuhan, China

SKILLS

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Premiere
- Adobe After Effects
- Figma

- Maya
- Zbrush
- Houdini
- Cinema 4D
- Unity
- Blender
- Adobe Substance 3D Painter

- GSuite & Microsoft Suite
- Adobe Audition
- Audacity
- Garage Band

EXPERIENCE

- **3D Artist/Designer** **SnobBog CMU Client Project (AR APP)** Jan 2022 - Present
USA
 - Create Mix and Match 3D characters' designs for less tech savvy users. (Devoting on 3D characters' design, modeling and texturing, completed rigging, skinning, and animations using Motion Capture.)
 - Minimalist UI design to create user engagement. (Take part in none-texts UI design, non-directed UX design, playtest analysis and user research.)
- **3D Artist/Designer - Intern** **Renyi Link Company** Sep 2019 - April 2020
Remote
 - Responsible for projects' 3D modeling, skinning, texturing, rigging, motion editing, animation and graphic design.
 - Participated in the projects' UIUX design, organized playtests and user surveys, collaboratively worked with programmers.
 - Involved in projects' creative discussion and design, organized playtests and user surveys.

SELECTED PROJECTS

- **2D/3D Artist/Designer - Building Virtual Worlds - ETC CMU Projects** Sep 2021 - Dec 2021
5 Mini games - Rapid game production every 1-2 weeks using Hololens, Oculus, Kinect, Makey Makey, etc.
 - Contributed as a 2D/3D artist/designer, festival event planning and curator plus sound designer in the team.
 - Focused on graphic design, 3D modeling, Texturing, animation making and sound design including BGM and SFX.
 - Collaboratively worked with Artists, Technical Artists, Programmers, Product Managers, Narrative and Level designers from different background using Unity, varies softwares and platforms.
- **3D Modeler/Animator - 3D Advanced Pipeline - ETC CMU Project** Jan 2022 - Present
The group project allowed students to learn how to research and teach themselves emerging computer graphics technologies relating to Digital Sculpture, Look Development, and Visual FX.
 - Concentrated on 3D car modeling, 3D characters' modeling, texturing, rigging, skinning, animation and storyboard.
- **3D Designer/Animator UI/UX Designer - Virtual City** Oct 2019
The vision of humans experiencing virtual scenes and products in a minimalist real environment in the Future
 - Developed graphic design, UI design, 3D props and environment modeling, texturing, 3D animation Lighting and Rendering.
 - Participated in concept, background research, software and hardware equipments' research.
- **2D/3D Designer UI/UX Designer/Researcher - COODO** Sep 2020
Immersive art therapy experience based on the Intel RealSense depth and tracking technologies
 - Focused on 3D product modeling, scene modeling, texturing, lighting, rendering and prototyping.
 - Worked on UI design, user flow map, graphic design, concept design, research and questionnaire, etc.