

YUTIAN XIE

3D ARTIST | VISUAL DESIGNER

CONTACTS

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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 **3D assets for performance and web AR constraints**, ensuring a seamless experience.
- Created and implemented **interactive 3D elements and animations** to enhance the user experience.

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.