

YUTIAN XIE

3D ARTIST / VISUAL DESIGNER

CONTACTS

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EDUCATION

CARNEGIE MELLON UNIVERSITY

2021 - May 2023 | Pittsburgh, PA
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.
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 • EKTO ONE

Jan - May 2023 | Pittsburgh | Contract

Led the creation of a visually stunning VR tutorial showcased at Expo and Trade show collaborating with the CEO and Engineer team.

- 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**, ensuring smooth and immersive VR experience.
- Collaborated with programmers, UX designers and TAs to integrate assets and ensure functionality.

3D ARTIST & UXUI DESIGNER • LA MAMA EXPERIMENTAL THEATRE

Sep - Dec 2022 | NYC | Contract

Designed, prototyped, and launched a WebAR APP to create an interactive theatre archive in NYC.

- 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 animatied**).
- 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.
- Executed innovative AR digital solutions to improve share feature engagement.
- Created 15+ high-fidelity prototypes to create UX assets for the MVP launch and usability testing.
- Communicated with 7 stakeholders to promote the historical significance and value of archival items.

PROJECTS

3D ENVIRONMENT ARTIST • THE HOUSE OF NYMPH

Jan - Apr 2023 | CMU Project

- Worked on the environment setting, concepting, whitebox layouting 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 background trees.
- Implemented **VFX (shaders and particles)**, lighting, camera setting, and final animation rendering.

3D ENVIRONMENT ARTIST • THE COLD ZONE

Jan 2023 - Present | CMU Project

- Played a key role in world building, concept art, and environmental storytelling.
- Developed customized 3D Sci-Fi buildings, props and assets to bring extreme weather setting 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 and rendered final fly-through animation.

3D CHARACTER ARTIST • THE HUNTER

Nov - Dec 2022 | Personal Project

- Expert in **industry-standard 3D character** modeling and sculpting tools (Maya, ZBrush).
- Developed Tibetan-inspired props and outfits, created alpha brushes for intricate sculpting details.
- Conducted in-depth study of **human anatomy and proportion** for precise character modeling.
- Leveraged artistic skills and technical proficiency to bring the envisioned characters to life.