Yuchao Wang

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INTRODUCTION

• I am a 3D Artist experienced in delivering high-quality 3D models using Autodesk Maya, Substance Painter, and Photoshop, and have worked with the Unreal Engine 4 workflow for the past three years. I communicate with the team frequently, make sure to deliver solid art pieces on time. I am also open to new ideas and changes, willing to build my career in the entertainment industry.

EDUATION

Purdue University - West Lafayette, IN

August 2017 - May 2021

- Bachelor of Science in Animation, Bachelor of Science in Game Development and Design
- Dean's List academic achievements from Spring 2019 to Spring 2020.
- Cumulative GPA: 3.48/4.00

AREA OF EFFECTIVENESS

2D & 3D Skills

- Professional skills on modeling and UV mapping in Autodesk Maya, creating textures using Substance Painter and Photoshop, and deliver high-quality 3D models used in games.
- Proficient skills on creating 3D environments and blocking out level layout using Unreal Engine 4.

LEADERSHIP & INVOLVEMENT

President, PACGA, Purdue University

- In Academic Year 2017-2018, the internal management of the organization was chaotic. New members joining the club decreased dramatically to less than two digits, and the cost for hosting activities became a burden that relied on personal donations from the members. When I served as a committee member and became the association president, I analyzed the preparation and execution of organizational activities, streamlined club structures, and successfully hosted two semi-annual events in 2019, turning losses into profits.
- Also served as a 2D Graphic Designer for posters and tickets for organizational events.

INTERNSHIP

3D Artist Internship, Open Bracket Productions

- Serve as an 3D artist of the start-up studio, creates 3D models such as buildings and items in the environment, and create 3D animations for the characters.
- Communicate with the team, lending hands if needed to team members.

ADDITIONAL SKILLS

Languages:

Mandarin Chinese (native), English (professional), Japanese (conversational).

October 2018 – June 2020

May 2020 - Present