

Yongzi Ye (Tech Artist)

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Education

Carnegie Mellon University Pittsburgh, PA
Master of Entertainment Technology Center June, 2023
Selected Course: Building Virtual World, Advanced Pipeline Topics for Games/movies, Visual Story

Rhode Island School of Design Providence, RI
Bachelor of Fine Arts in Painting (Term Honor in 2017 & 2018) June, 2019
Selected Course: Color Studio, Painting I-IV, World Art History

Skills

Software: Maya, Zbrush, Substance Designer/Painter, Unreal Engine 4/Unity, Houdini

Skills: Environment/Character modeling, Lighting/Shader, HLSL/CG, Texture/Material design, Painting

Recent Project

Yakitori Bar--Short Film Made in Unreal Engine 4 Pittsburgh, PA
3D Environment/Character Artist, Lighting Artist January 2022

- Modeled and textured most of the 3D environment assets (more than 20) and 2 characters shown in the film
- Decided and implemented lighting decisions, and color scheme to ensure the harmony of art style

AI Auditor--Game Project with CMU Human Computer Interactive Institute Pittsburgh, PA
2D Artist January 2022

- Responsible for most of the 2D assets, posters, and art theme
- Decided art direction and detailed art decisions (lighting, color palette, styles) to clarify the game narrative
- Collaborated with HCII professors, sound designer, programmer, and GUI artists through the game development

Santa's Honor--Jam O Drum Arcade Games made in Unity Pittsburgh, PA
3D Environment Artist/Level Artist December 2021

- Modeled and textured all the Christmas theme environment assets and designed the look of the level
- assisted the lighting implementation to ensure the harmony of the scene

I am Home--VR Horror Game made in Unity
3D Environment Artist December 2021

- Modeled and textured half of the 3D environment assets (more than 10)
- Decided and implemented lighting decisions, and color scheme to ensure the harmony of art style

Work Experience

Baioo Interactive Guangzhou, China
Visual Designer February 2021-- June 2021

- Designed game promotional materials such as posters, illustrations, display ads, banners, logos (3 to 5 daily) for the game development department using Photoshop, Illustrator, and InDesign.
- Created advertisement materials for 4 leading games of different genres with as least 80k followers: Helix Waltz (dress up game), Aola Star (card RPG), the Legend of Aoqi (RPG), Aobi Island (multi-player simulation).
- Delivered high volume of digital creative assets efficiently within multiple deadlines (4 to 5 daily) and adhered to 7 to 8 different marketing design standards of Android, IOS, Xiaomi, and other gaming platforms

Gallery Aferro Newark, New Jersey
Administrative & Artist Assistant May 2018-- August 2018

- Artist assistant of Ken Weathersby, discussed and collaborated on making art decision in his studio, mixed oil painting colors and designed palette for his painting series *Dream Painting 295, 299, 300, 302*
- Assisted in the major summer exhibition Share My World (July 14th - August 8th), helped with making installation ideas, coordinated with gallery manager and curators to install paintings, photos, sculptures, lighting, and work labels to reinforce the overall exhibition theme