

# Yongzi Ye (Technical Artist)

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## Education

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**Carnegie Mellon University** Pittsburgh, PA  
Master of Entertainment Technology Center June, 2023  
*Selected Course: Fundamentals in CS Programming, 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

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**Software:** Maya, Zbrush, Substance Designer/Painter, Unreal Engine 4/5/Unity, Houdini, World Machine

**Skills:** Environment/Character modeling, HLSL/CG/Python scripting, Lighting/Shader, Texture/Material design

## Recent Project

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**Procedural Generation of Tang Dynasty Town in Unreal Engine 5** Pittsburgh, PA  
*Technical Artist/Level Artist* August 2022

- Procedurally modeled and textured all the Chinese Tang Dynasty assets in Houdini and plugged them in UE5
- Decided and implemented lighting decisions and environment performances in UE5

**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

## Work Experience

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**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