

# YUHAN ZHANG

Phone +1 (814)321-2730

Portfolio [yvonnezhang.net](http://yvonnezhang.net)

Email [yuhanyvonne@gmail.com](mailto:yuhanyvonne@gmail.com)

LinkedIn <https://www.linkedin.com/in/yuhanyvonnezhang/>

## EDUCATION

### School of Visual Arts

*MFA Computer Art, 3D Animation Track*

GPA 3.9/4.0. MFACA Awards for Academic and Creative Excellence.

### The Pennsylvania State University, College of Arts and Architecture

*BA Art, Major in New Media Art | Minor in Architecture Studies*

New York, NY

May 2023

University Park, PA

May 2020

## SKILLS

- Hard surface and organic modeling
- Character modeling
- PBR texturing
- Lighting and compositing
- Rigging, Skinning, Blendshapes
- Programming in MEL/Python

**Software:** Maya, 3ds Max, Substance Painter, Substance Designer, Unreal Engine, ZBrush, Nuke, Blender, Marvelous Designer, SpeedTree, Photoshop, After Effects, AutoCAD, Rhino

**Shipped Titles:** Forza Motorsport, Lord of Mysteries, Cyber Space, PUBG: Battlegrounds.

**Renderer:** Redshift, Arnold, V-Ray, Eevee, Cycles, Marmoset

**Languages:** fluent in English and Mandarin

## WORK EXPERIENCE

### Turn 10

- *Texture Artist*

- Built more than 30 procedural materials with adjustable parameters in game engine for terrain and drivable surfaces.
- Optimized internal Substance Designer filters and generators to streamline texture creation processes.
- Produced procedural track decals, such as tire scuffs, puddles, and cracks, with customizable variations.
- Collaborated with the engine team to track and solve performance issues and define visual targets.

Redmond, WA

Nov 2023 - Now

### Make

- *CG Generalist Intern*

- Responsible for compositing multiple passes, footage and rendering for commercial spots.
- Modeled and textured stylized low poly 3D assets for studio's original animation series.
- Created an animated loop featuring realistic texturing and FX, overseeing all stages from concept to delivery.

Minneapolis, MN

Sep 2023 - Nov 2023

### Kuaishou Technology

- *Environment Artist*

- Modeled and textured more than 50 assets including architecture, weapons, and plants for game Lord of Mysteries.
- Created and maintained internal PBR material library using Substance Designer with diverse levels of variation.
- Collaborated with technical artists to integrating the 3D assets into the respective scenes within Unreal Engine 4.

Shanghai, China

Jan 2022 - Jul 2022

### Sheer Game

- *3D Modeler*

- Led a team of 6 peers to create assets ensuring clean topology, and precise UVs to meet client's quality benchmarks.
- Specialized in high-poly model reduction, light map generation, LOD, and trim sheet creation.
- Supported junior artists, offering guidance and assistance to ensure quality standard compliance.

Chengdu, China

Aug 2021 - Oct 2021

## PROJECT EXPERIENCE

### "My Teacher" – Unannounced Animated Short Film

- *3D Modeler*

*An animated short film for Sixth Sense Productions and Harding Entertainment Group.*

- Designed stylized characters and assets in a painterly art style and prepared environments for NPR in Blender.

July 2023 - Oct 2023

### Cyber Space – FPS Game

- *3D Modeler*

*A cyberpunk battle royale shooting mobile game.*

- Modeled and textured mobile optimized characters and hard surface assets, and imported into Unreal Engine 4.

- Developed plug-ins using Mel scripting to streamline the modular modeling process, ensuring efficient asset production.

Jan 2022 - Mar 2022