

YANJUN CHEN

TECHNICAL ARTIST

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EXPERIENCE

3D Generalist/Contractor – *Arius 9 Productions, Boston CT* Nov.2020 - Now

Land of Happiness | Animated Short | Unreal Engine

- Created game engine ready character rig in maya.
- Set up real-time animation workflow.
- Cleaned up Motion capture 3D animation in Maya and transferred to Unreal Engine.
- Created real time particle VFX in Unreal Engine.

Technical Artist/Contractor – *ASML, Wilton CT* Mar.2020 -Sep.2020

Sandbox_VRAR | VR/AR Content Development | Unity

- Improved pipelines for translating CAD data into VR/AR ready art assets.
- Created scripts and plugins in PiXYZ Studio to streamline the optimization process.
- Created realistic materials assets in Substance and Unity.
- Set up a unity URP project and a realistic lab environment for VR/AR prototyping.

VFX Artist/Lighting Artist – *FIEA UCF, Orlando FL* Dec.2016 - Sep.2017

Master Key | 3D First-Person shooter Game | UE4

- Mood, tone, and lighting execution for gameplay and cinematic.
- Created a VFX asset list, designed and created weapons and environment visual effects.
- Utilized UE4 particle systems and created advance materials to achieve stylized VFX.
- Rigged game characters include IK/FK implementation.

VFX Artist/UI Artist – *FIEA UCF, Orlando FL* Jan.2017 - Apr.2017

Polyatomic VR | *Virtual Reality Education Game* | UE4

- Cooperation with game designers and programmers for designing user interfaces.
- Created, defined, and developed high quality environments and mood of the game.
- Worked closely with game designer to build scientifically accurate models and particle effects for different elements.

VFX Artist/Rigging Artist – *FIEA UCF, Orlando FL* Aug.2017 - Dec.2017

Oracle | Tactical RPG | Unity

- Created and maintain the character rigs.
- Collaborating with producer and animators to re-target animation to characters in engine.
- Working closely with art director and level designer to create in-game particle visual effect.

EDUCATION

University of Central Florida 2016-2017

Florida Interactive Entertainment Academy

Master of Science -Interactive Entertainment - Technical Artist Track

University of Central Florida 2013-2016

School of Visual Arts and Design

Bachelor of Fine Art -Emerging Media – Character Animation Track

SKILLS

Visual Effect
Lighting
Rigging
3D Animation
3D Modeling
Materials
UE4 Blueprint

LANGUAGES

Python
PyQt
Mel
HLSL

SOFTWARE

Maya
Photoshop
Houdini
Zbrush
Perforce
Substance Painter
Substance Designer
Nuke
Premiere
PiXYZ

Engines

Unreal Engine 4
Unity

LANGUAGES

Chinese
English