





# YANJUN CHEN

## TECHNICAL ARTIST

### CONTACT

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### SKILLS

3D Modeling  
Procedural Modeling  
Character Rigging  
Character Animation  
UE Metahuman  
Motion Capture  
PBR Texturing  
UE Material/Shader  
UE Blueprint Scripting  
UE lighting  
UE real-time render  
Visual Effect

### SOFTWARE

Unreal Engine  
Houdini  
Maya  
Substance 3D Painter  
Substance Designer  
Adobe Photoshop  
Adobe Premiere  
PiXYZ  
Perforce  
Git

### PROGRAMMING

Python

### LANGUAGES

English  
Chinese

### 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**

### PROFILE

I'm Yanjun Chen. I'm an experienced technical artist with expertise in virtual production. I'm skilled in using Unreal Engine, Houdini, Maya, Substance, and other industry-standard tools to create high-quality 3D content, character animation, and visual effects. Art and technology are my passions!

### WORK EXPERIENCE

**Technical Artist** -All of It Now, Los Angeles CA Jun.2022-Present

- Collaborated with art director to design virtual environment
- Created and modified a variety of 3D assets, material effect, particle visual effects, and blueprints to enhance the overall realism and believability of the virtual environment
- Demonstrated strong technical skills by designing, creating, and modifying a variety of real-time interactive VFX using Niagara Particle System and Blueprint
- Modified VFX content based on client feedback for high quality final product
- Researched and developed workflows for creating high-fidelity digital humans using MetaHuman in UE5
- Utilized advanced photogrammetry capture techniques to turn real-world people into MetaHuman assets for use in virtual environments
- Modified character and prop rigs for real-time motion capture in UE
- Set up animation BP and Livelink for real-time motion capture, using this knowledge to create a workflow that was compatible with motion builder and the iPhone Livelink face app
- Prepared and set up Arcturus 3D Volumetric Character for Real-time Unreal engine scene
- Tested Unreal Engine Vcam with photogrammetry and 3D assets from Nerf
- Developed a Houdini lidar point cloud converter tool to help turn real geographic locations into Previz polygon mesh in the Engine
- Use Houdini to simplify CAD models and optimize the geometry for real-time rendering.
- Created various Houdini tools for content generation
- Operated Unreal Engine during filming and addressed technical issues onsite
- Led projects, managed artists' workloads, and provided feedback and direction.

**3D Generalist/Contractor** -Arius 9 Production, Boston CT Nov.2022-May.2022

- Land of Happiness | Animated Short| Unreal Engine
- Created real-time-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.2022-Sep.2022

- 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.