

SHI SHENYU

3D ARTIST

SOFTWARE

- | | | | |
|---------------------|-----------|-------------------|-----------|
| • ZBrush | ● ● ● ● ● | • Photoshop | ● ● ● ● ● |
| • Maya | ● ● ● ● ● | • PlayCanvas | ● ● ● ● ● |
| • Substance Painter | ● ● ● ● ● | • Marmoset | ● ● ● ● ● |
| • Blender | ● ● ● ● ● | • Unreal Engine 4 | ● ● ● ● ● |

EDUCATION

Bachelor of Science Game Design And Development | 2011-2015

University of Wisconsin - Stout

SKILLS

- | | |
|---------------------|------------------------|
| • 3D Modeling | • Painting |
| • Character Rigging | • Concept Illustration |
| • Texturing | • Graphic Design |
| • Lighting | • Mandarin Chinese |

EXPERIENCE

Contracted 3D Artist | Polaris Plymouth | 4/29/2019 - 8/30/2019

- Created efficient and detailed models from CAD files for WebGL based real-time engine.
- Shadowed senior lead artists & worked as assistant 3D modeler.
- Organized and optimized 3D files, textures, and materials in PlayCanvas.

3D Artist Intern | Madorium Interactive | Oct 2018 - Jan 2019

- Created a polished & optimized game character model.
- Shadowed senior lead artist & worked as assistant modeler.

Freelance Character Artist | Cookie Dragon Games | Aug 2018 - Jan 2019

- Created polished & optimized 3D assets for games.
- Communicated with the developer & produced most desired products.
- Verified & fixed bugs during implementation processes.

Quality Assurance Tester | Activision MN | Jun 2015 - Jun 2018

- Performed play tests on multiple AAA titles such as Call of Duty Black Ops 3, Infinite Warfare, WWII & Call of Duty Online China.
- Wrote detailed debugging reports & verified fixed issues.

REFERENCES

Sean Bell - Polaris Inc.

CGI Artist
Plymouth, MN
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1-763-513-3404 (Work)
703-283-9673 (Cell)

Charles Vinson - Activision

Quality Assurance Project Lead
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CONTACT

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