Yehan Yang

3D Artist & Environment Designer

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Personal portfolio : www. yehan1230.com

Education

Savannah College of Art and Design   Savannah, GA
Master of Arts in Game Development and Visual Effects   Sep 2019 - Mar 2022
Overall GPA 3.88/ 4.00
Bachelor of Fine Arts in Game Development   Sep 2014 - Mar 2019
Minor in Drawing
Overall GPA 3.51/ 4.00 ; Major GPA 3.60

Experience

3D Artist   May 2022 - Nov 2022
PAC Protocol   Remote

- Designed and developed a 3D website in accordance with internal team lead direction and partnership guidelines, including 3D modeling and animation.
- Led the creation of digital assets (NFTs) by independently designing and building models, and completing scene construction and post-rendering.

3D Artist -- SCADpro Sponsored Course   Jun 2021 - Aug 2021
Delta TechOps   Savannah, GA

- Assisted in the design and development of 3D models for a Delta airline safety production line game.
- Collaborated with a team of 7 modelers and participated in regular meetings with Delta stakeholders to gather feedback and ensure project alignment.

Art Teaching Assistant   Jun 2017 - Aug 2017
ZhiqiangLi Studio   Changzhou, China

- Worked with a faculty to structure lessons to ensure students' overall success
- Implemented a variety of instructional strategies to cater to the diverse design styles and needs of students.

Academic experience

3D Modeler and Video Editor   Dec 2018 - Feb 2019
"Spatulate"

"Spatulate" is a cooking app aimed at teaching children.
- Conducted preliminary research regarding children's cooking skills
- Assisted in posing 3D models development and designed visual effects for post-production using Premiere Pro and After Effect

Game Level Designer ; Post-Producer   Jan 2020
"The Heart of Nuts" - Game Jam project

"The Heart of Nuts" is a strategy board game completed by a group of four students.
- Developed levels in alignment with the global vision and objectives of the game.
- Created a board game with key functionalities and conducted gameplay evaluations with the team.

Software

After Effects
Dreamweaver Processing
HTML
Headus
Houdini
Illustrator
Marmoset
Maya
Nuke
Photoshop
Substance Designer
Substance Painter
Unreal 4

Skills

3D Modeling
Digital Compositing
Digital Sculpting
Look development
Oil Painting
Printmaking
Programming

Language

English
Chinese