

Eric Yu

3D Designer

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education

Carnegie Mellon University

Class of 2017

BSc in Information Systems

Minors in Animation, Design

skills

3D Software

Arnold

Autodesk Maya

Blender

Motionbuilder

Substance Painter

Substance Designer

Unity

Unreal Engine

ZBrush

3D Art Skills

3D Animation

Environment Art

Hard-Surface Modeling

Lighting

Low-Poly/High-Poly Modeling

Motion Capture

Rigging

Texturing

Design

Adobe Creative Suite

Axure RP

InVision

Motion Graphics

User Testing

Video Editing

Programming

HTML/CSS/JS

Java

Python

Ruby

work experience

Animation Designer | Robotics Institute

February 2018 - Present

- Create synthetic visual data to improve machine learning algorithms in computer vision.
- Use Maya and Blender to create photorealistic environments, producing millions of images for testing.
- Create Python scripts to optimize scene creation (from rigging to spawning objects), reducing scene creation time by 67%.
- Create realistic assets and animations; tasks include rigging, motion capture, modeling, and render optimization.

Animation Teaching Assistant | Carnegie Mellon

February 2018 - December 2018

- Taught the technical side of Maya (such as rigging, motion capture, rendering, and simulations) to art and programming students.
- Demonstrated skeleton and controller creation, weight painting, and facial rigging through lectures to art and game design students.
- Planned class schedules and grading criteria with the professor, and made videos on character rigging.

UX and Front-End Intern | Bank of New York Mellon

Summer 2016

- Improved the notifications experience of NEXEN, a business app, with heuristic reviews, user flows, and interactive prototypes.
- Conducted user tests for NEXEN with face-to-face interviews as well as usability tests.
- Implemented front-end changes in NEXEN using AngularJS.
- Worked with business users, UX designers, and front-end developers.

projects

Art Director | Buggy All Stars

December 2019 - May 2020

- Led the Art team for a “buggy” racing game, based on a Carnegie Mellon tradition (in partnership with the Buggy Alumni Association).
- Directed the creation of concept art, 3D models, textures, motion capture, and character rigs, and interfaced with other team leads.

Lead Artist | 20 | 20

October 2019 - December 2019

- Led the creation of concept art, 3D models, and textures for our VR horror puzzle game, *20|20*.
- Ran playtests to gauge both player locomotion in real space and puzzle difficulty. Also led ideation sessions and check-in meetings.