

Yuetian Zhang

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EXPERIENCE

3 years of working experience as a CG artist in the entertainment industry. Expert in modeling low poly to high poly assets using Autodesk Maya, and Zbrush. Texturing using Substance Painter and Arnold procedural workflow.

Intermediate Modeling | Texturing Artist, Icon Creative Studio

Sep 2022 - Present

Star Wars: Young Jedi Adventures | *Monsters at Work Season 2*

- From June 2023 to the present, I was in charge of modeling and texturing environments, characters, vehicles, and props for the 2 Emmy awards-winning series *Star Wars: Young Jedi Adventures*.
- From September 2022 to June 2023, I textured four major sets as well as numerous assets for Disney's TV Series *Monsters at Work Season 2*.
- Collaborated with art directors, production team, and peers with clear and constant communication.
- Expert in modeling proxy to high poly geo, and UV mapping; Created physically based rendering (PBR) and stylized textures using Substance Painter, Zbrush, and Substance Designer.

CG Generalist, HORNET

Aug 2022

Kroger: Today's Moments are Tomorrow's Memories

- As a freelancer, I modeled, set dressed, and textured environments and props for the *Kroger Holiday commercial* while meeting a short turnaround timeline.
- Collaborated with CG Leads and Art Directors to create and polish stylized looks to bring the project across the finish line.
- Efficient remote communication with teams across departments.

Modeler | Look Dev Artist, Remote Control Media

Mar 2022 - Aug 2023

AR/VR project for *Meta* and *Peloton*

- Assisted in experimental asset workflow for Unity and SparkAR for Meta and Peloton.
- Created assets for AR production in accordance with strict configurations on poly/face/vertex count.

CG Generalist, Frameyard LLC

Jan 2021 - Mar 2022

Clash Quest: Never be afraid to dream big | *Clash Quest: Epic risks lead to epic rewards* | *Everdale: partners in pie*

- Worked on various SuperCell marketing shorts.
- Modeled and textured props and created set dressing for environments.

Texturing Intern, Cartuna

Summer of 2021

Nickelodeon Portal Chase

- Worked on the Nickelodeon *Portal Chase* Project, 15M views on Youtube.
- Painted stylized textures for props in Substance Painter and rendered in Redshift Renderer.

SOFTWARES

Autodesk Maya Substance Painter Zbrush Adobe Suite Unreal Engine Shotgrid

EDUCATION & FILM

School of Visual Arts

BFA (May 2022) Computer Art Honors Program

Shattered - Thesis Short Film 2022

- In charge of creating Character concept design. Environment design, model, set dress, texture.
- Co-light and composited shots.

AWARDS - Shattered Short Film

- **SWIFF - 2023 Student World Impact Film Festival**
 - quarter-finalist out of 13,868 submissions from 120 countries
- **2023 10 Minutes Film Festival**
 - Best of the Feast Award
- **ASIF - 2023 East Animation Festival**
- **Aakruti - 2023 My Creation International Film Festival**
- **2022 Student's Choice Award**