

Yuchun Li

3D Artist

INFORMATION

Female | 23 | New York | Graduate

718-912-5271
yuchunli77@gmail.com

EDUCATION

School Of Visual Arts/ BFA Computer Arts

2018.09- 2023 .05, New York

GPA 3.75/4.0

Major in 3D Animation, Visual Effects, Game Development,
Environment Modeling, Environment Lighting, Real-Time Rendering.

WORK EXPERIENCE

Melanin Babies | 3D Animator

2023.08 - 2024.03, Remote

- Led and managed a team of animators to produce compelling content for YouTube Shorts.
- Utilized Maya software to produce character animations for educational nursery rhyme content.
- Work closely with directors and producers to understand project goals, timelines, and creative vision, and revise animations based on feedback to achieve desired results.

Goldwell New Materials Technology | Freelance 3D Generalist

2022 .12 - 2023 .12, Remote

- Proficient in utilizing Maya software for the creation of product display animations, expertly handling rendering and lighting tasks.
- Adeptly employing tools such as Substance Painter to craft high-quality materials and textures.

[P1] Virtual Civilization Initiative | Volunteer Game Artist

2023.08 - 2023.10, Remote

- Collaborate with the art and design teams to create captivating visual assets for games, ensuring alignment with project themes, art styles, and technical specifications.

PROJECT EXPERIENCE

“The Flying Feathers”| Independent Game Developer

2022.01 - 2023.03, School Of Visual Arts, New York City

- Conceptualized, developed, and produced 'The Flying Feathers,' a captivating first-person narrative game. Leveraging my skills in Maya, I proficiently handled environment and character modeling, lighting, and animation to create immersive environments and lifelike characters. Additionally, I utilized both Unreal Engine and Unity Engine to expertly manage rendering and gameplay programming, ensuring a seamless and engaging player experience.

- 'The Flying Feathers' is a testament to my creativity, technical proficiency, and dedication to delivering high-quality gaming experiences. Its successful launch on Steam which has resulted in overwhelmingly positive reviews.

“Dot Gabi” “Lucie Rose” “ Last Dance”| 3D Animator

2022 .01 - 2023 .03, School Of Visual Arts, New York City

- Using software like Maya to bring characters to life with vivid movements and emotional expressions. Employing keyframe animation and montage techniques for character animation.

“Renao” | Lighting Artist

2022 .01 - 2022 .04, School Of Visual Arts, New York City

- Contributed to producing the animated thesis film 'Renao,' utilizing Maya to create character lighting and Unreal Engine 4 for real-time scene lighting.

SOFTWARE SKILLS

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- Maya
 - Adobe Photoshop
 - Unreal Engine
 - C++
 - Unity Engine
 - Substance Painter
 - Adobe After Effects
 - Blender

OTHER SKILLS

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- Chinese
 - Drawing
 - Video Editing
 - English
 - Photography