

Skills

Technical: PBR workflow, next-gen asset creation, optimization for real-time rendering

Software: 3ds Max, ZBrush, Gaea, Substance Painter/Designer, Unreal Engine 5/4, Unity

Pipeline: Asset integration, performance debugging, shader and lighting optimization

Soft Skills: Team management, cross-disciplinary communication, risk assessment, workflow innovation, mentoring

Education

**Southern Methodist University
Guildhall**

Master of Interactive
Technology in Game Art
Graduated: 2019

**Beijing University of Posts
and Telecommunications**

Bachelor of Arts in Digital
Media Art
Graduated: 2017

Contact

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Profile

3D Environment Artist with extensive experience in game development and broadcast visual design. Skilled in PBR workflow, next-gen asset creation, and engine implementation (Unreal Engine, Unity). Proven ability to manage teams, optimize pipelines, and deliver high-quality visual content for games and real-time virtual production.

Work Experience

Papergames/ Infold Games

3D Environment Artist / Outsource Manager

Jan 2023 - Present

- Act as the key bridge between project teams and external artists, managing outsourcing pipelines and ensuring asset quality.
- Create full-process environment assets, oversee scene atmosphere and visual presentation, and assist in PV production.
- Schedule project timelines, identify risks, and implement workflow improvements.

Shanghai Media Group

3D Designer / Environment Artist

Dec 2019 - Dec 2022

- Designed 3D visual packaging for large-scale special reports, ensuring high video output quality.
- Independently created terrains, models, materials, and post-processing for virtual studio scenes.

AIRSHIP SYNDICATE

3D Environment Artist

Mar 2019 - Sep 2019

- Built stylized environment assets and hand-painted textures for Darksiders Genesis.

Project Experience

Shining Nikki

- Aligned version requirements with project leads, participated in visual goal setting and prototype development.
- Collaborated with art and tech-art teams to optimize asset pipelines and implement new rendering techniques.
- Independently produced PV content in Unreal Engine, enhancing cinematic presentation and workflow.

SMG Virtual Host “Shen Xiaoya” - CIIE Broadcast

- Planned project timelines, coordinated with clients, and maintained cross-department communication.
- Collaborated with art and tech-art teams to optimize asset pipelines and implement new rendering techniques. Created storyboards, model animations, lighting, and rendering, optimizing output for different platforms.

Darksiders Genesis

- Modeled and textured stylized environment assets.
- Implemented materials, effects, and lighting in UE4.