

DIAN YU (PLUIE YUE)

Technical Artist/3D Artist/Digital Marketing

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SKILLS

Modeling & Texturing: Maya, Zbrush, Fusion 360, Marvelous Designer, Blender, Adobe Substance Suite, Mari

Programming: Python, Mel, HTML/CSS.

Rendering: Unreal Engine 5, Arnold, V-ray, Keyshot, Redshift, Cycles, Unity, Marmoset Toolbag.

VFX & Compositing: Houdini, Embergen, Nuke, Ae

Video & Editing: Pr, Capcut

Digital Marketing: Shopify, Sqaurespace

Other: FDM 3D Printing Bambu Studio, Google IT Support Specialization

PROFESSIONAL EXPERIENCE

threezero Corporation

Burbank, CA

Digital Producer

Oct 2023–Oct 2024 · 1 yr

- Created and managed a diverse range of promotional materials, including 3D scenes, graphic designs, and promotional videos, to support daily publicity efforts.
- Co-managed the company's social media accounts, enhancing online presence and engagement through strategic content creation and interaction.
- Actively participated in the planning and execution of company exhibitions, ensuring effective brand representation and engaging layout designs.
- Handled reception of business contacts and customer service at events, contributing to the expansion of B2B sales channels through targeted networking and relationship management.

Underverse

Remote, 3 yrs

Technical Artist/ Marketing Manager

May 2023–Present · 1 yr 5 mos

- Assessed the technical challenges associated with the 3D aspects of promotional projects, ensuring feasibility and alignment with project goals.
- Contributed to the production of 3D assets across various projects, specializing in modeling, topology, and rigging, to enhance visual impact and functionality.
- Actively contributed to the business development of overseas 3D projects, enhancing project scope and reach.
- Represented the company at various international exhibitions, promoting brand visibility and forging industry connections.

3D Artist/ Web Operations

Sep 2022–May 2023 · 9 mos

- Developed pipeline strategies for converting industrial models in STL format to optimized n-gon game-ready assets tailored to specific effects requirements.
- Specialized in retopology and UV layout mapping to enhance asset quality and performance in game environments.
- Led the planning and coordination of website development for UVBC.com and underverse.com, ensuring alignment with technical specifications and operational goals.
- Managed website operations, integrating feedback from programming teams to refine development processes and enhance site functionality.

Web Operations/ 3D Designer

Oct 2021–Sep 2022 · 1 yr

- Managed 3D design updates and analytics for Underverse.com, ensuring content relevance and user engagement through continual site enhancements.
- Actively engaged in the layout planning and customer service execution at key industry events, including Wonder Festival 2021, San Diego Comic-Con 2022, and Designer Con 2022, enhancing company visibility and client interaction.

Hair Zone, Inc. | Sensationnel®

Moonachie, NJ

3D Media Designer

Jun 2023–Nov 2023 · 6 mos

- Utilized Blender to design and produce 3D assets for promotional materials, focusing on realistic hair simulations and packaging advertisement designs.
- Produced a YouTube advertisement that garnered over 130,000 views, significantly enhancing brand visibility and audience engagement.

School of Visual Arts

New York, NY

Systems Lab Assistant

Dec 2021–Dec 2022 · 1 yr 1 mo

Library Assistant

Oct 2021–Dec 2021 · 3 mos

EDUCATION BACKGROUND

School of Visual Arts, US

Sep 2021–May 2023

MFA in Computer Arts(3D Animation)

GPA:3.9/4.0

Zhongnan University of Economics and Law, CN

Sep 2015–Jun 2019

BFA, Visual Communication Design(Animation & Game)

GPA:3.8/4.0

Dongseo University, KR

Sep 2017–Jun 2018

BE, Digital Content(Animation)

GPA:4.0/4.0