

Yanran “Yvette” Han

[Technical Artist with 4-years game developing experience]

portfolio: <https://yanranhan.wixsite.com/portfolio>

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WORK EXPERIENCE

Technical UX Design Intern, CMU CS Academy, Pittsburgh, PA

May 2018 - Present

- Use Sketch/Framer/illustrator to make interface and prototypes for the CS Academy Website.
- Use Python to draw graphics and design interaction for student exercises.

UI/UX Design/Technical Artist Intern, Nikki Games, Shanghai, China

Feb 2017 - Aug 2017

Nikki-Dress UP (Mobile Game, more than 100 million players worldwide)

- Used Illustrator, Photoshop to design the in-game user interface, poster, and website of the game
- Worked closely with artists and programmers, refined assets and workflow for better performance.
- Developed several tools in Javascript such as replacing the language of UI automatically.

Generalist Artist Intern, Buddyingfish Games, Shanghai, China

Aug 2014

- Learned to use 3dsMax, Maya, Photoshop, and Zbrush to build and optimize 3D & 2D assets.

ACADEMIC PROJECTS

Technical Artist, Project “Olympia”, EA Maxis Studio (In Progress)

Spring 2019

- Work on initial game design, concept art, storyboard, 3D assets, VFX and UI for the VR game.
- Work on prototyping, asset management & optimization, shaders, tools, crowd simulation, etc.

Visual Developer, Project “Playgrounds”, Google Experience Center

Fall 2018

- Worked with Google experience team to design and deliver physical space and interaction of Google Assistant to show Google’s stories and magic to top customers and VIPs.
- Created branding, UI/UX, front-end, concept art, storyboard, animation, and visual effects.

Generalist Artist, Building Virtual World, Entertainment Technology Center

Fall 2017

- As a 3D/2D artist, drew concept art and storyboard, focused on user-centered UI/UX design, Visual design, Modeling, Texturing, Rigging, VFX, Rendering, and Animation.
- As a technical artist, optimized character, prop, environment assets of the game. Wrote several shaders to improve the appeal of scenes(water.wave,etc.)
- Focused on good communication, teamwork, rapid VR/AR prototyping, playtesting and iteration.

EDUCATION

Master of Entertainment Technology, Carnegie Mellon University

Expected May 2019

Relevant Courses: Technical Art in Games, Building Virtual World, Digital Art Studio, Game Design

Bachelor of Digital Media Technology, Zhejiang University

June 2016

Relevant Courses: Object-Oriented Programming, Database, Computer Graphics, Computer Animation, Artificial Intelligence, Character Design, Game Design and Development, 3D Animation Technology

SKILLS

Programming Language: MaxScript, MEL, JavaScript, Python, C++, C#, Java, HTML5, MySQL, JQuery

Software: 3dsMax, Maya, Adobe Suite, Unity, Unreal, Substance Painter/Designer, Houdini, Perforce

Core skills: Scripting, Problem-solving, Team Work, Rapid Prototyping, Visual Design, VFX, UI/UX

PERSONAL PROJECTS

Generalist Artist, Global Game Jam

Jan 2018

- Worked on character design, animation, UI, environment setting, VFX and concept art.