

Han Yue

3D Modeler & Environment Artist
Personal Website: www.yuehan3d.com

Phone: 847-630-1785
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Skills & Tools:

3D: Maya, Zbrush, 3DMax.

2D: Xnormal, Quixel NDO Painter, Quixel DDO Painter, PhotoShop, Substance Painter

Engine: Unity3D, Unreal Engine 4 TeamTool: HipChat, Asana

Achievements:

Member of Alpha Beta Gamma

Best of quarter for the winter 2015 quarter: Texture Mapping for Games

Best of quarter for the winter 2014 quarter: Conceptual Storytelling

Best of quarter for the winter 2013 quarter: Image Manipulation

Best of quarter for the winter 2013 quarter: Drawing and Anatomy

Project Experiences:

Global Game Jam (Closing the Distance) 2018

- Game Leader, Unreal Tech leader, Shader designer
- Wins the SCAD savannah "Audiences favorite game"

Blitz (Tower Defense) 2016

- Game Leader, Art Director, Environment Designer, Assets Designer
- Built characters, created level Environment, modeling assets

Age of Cube (Adventure Game) 2016

- Game Leader, Art Director, Environment Designer, Assets Designer
- Built all assets for level environment include modeling, texture and all animations

Infinite Runner (Temple Run style) 2015

- Environment Designer, Assets Designer, Animator
- Animated character movement animation and game assets animation

Shadow Island (Adventure Game) 2014

- Game Leader, Environment Designer, Assets Designer
- Built level environment, modeled assets, designed both levels in Unity 3D

Job History:

- SCAD as Graduate Mentor Since Jan 2017

To help students achieve academic success through a holistic peer mentor relationship

- SCAD CLC Hasbro as Tech Art Lead Jan. – Mar. 2018

Collaborating with Hasbro to develop concept digital environments for marketing content

Education:

Master of Arts

Interactive Design and Game Development

The Savannah College of Art and Design

GPA 3.75

Expected: Jun 2018

Bachelor of Science

Game Art & Design

The Art Institute of California Los Angeles

GPA 3.84

Graduated: Jun 18, 2016

