

YIYANG YE

CONTACT

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PORTFOLIO

Yiyangye.com

EDUCATION

Master of Fine Art in Computer Arts

GPA: 3.95

School of Visual Arts (SVA) |
Manhattan, New York USA
2021 - 2023

Bachelor of Fine Art in 3D Digital

Design GPA: 3.89

Rochester Institute of Technology(RIT)
| Rochester, New York USA
2019 - 2021

LANGUAGE

- English
- Chinese

SKILLS

- Cinema4D
- Blender
- After Effect
- Illustration
- Photoshop
- Premiere
- Maya
- Substance Painter
- Unreal Engine4
- Zbrush
- Houdini
- Javascript
- CSS/HTML

OVERVIEW

Skilled 2D/3D motion graphic designer with vast experience creating high-quality animated videos. Over 6+ years experience in traditional art. Proficient in Cinema 4D, Maya, After Effect, Photoshop, Premiere, and Illustrator. Adept in communicating and collaborating with directors and other creative professionals to ensure the successful completion of a job. Eager to learn and grow under senior leadership and to contribute thoughtful design and edits.

WORK EXPERIENCE

Motion Graphic Designer

Framestore | Chicago, Illinois USA

06/2022 - 11/2022

- Assisted creative directors in creating graphics and motion tests for pitches.
- Collaborated with junior motion graphic designers to create concept, storyboard and motion contents for Samsung, Doordash and Kohler.
- Helped producers and 2D/3D artists build decks for their projects.

3D Designer

University of Southern California | Remote

09/2021 - 05/2022

- Engaged in virtual production for the film *Fathead*.
- Designed and modeled various environmental assets in Maya and Unreal Engine4, ensuring that all projects were completed in a timely manner.

3D Artist

University of San Francisco | Remote

01/2020 - 05/2020

- Collaborated with instructors and students in UCSF making and repairing 3D models for VR education.
- Developed experience to scan 3D models by photogrammetry and repairing these models in Maya and Zbrush. Outputting to Substance Painter to create various texture maps.

3D Animator

EV Media | Qingdao, Shandong China

06/2019 - 08/2019

- Assisted designers with all department tasks.
- Participated in creating 3D animation for commercial use.
- Actively designed and modeled various environment and character assets, ensuring that all projects were completed in a timely manner.

HONORS AND AWARDS

Short film "The flower" :

- Finalist - AniMate - Australian Animation Film Festival 2024
- Finalist - Australian Womens Film Festival 2024
- Official Selection - Cine Paris Film Festival 2024
- Official Selection - 10th ARFF Paris International Awards 2024