

Yuhan Zhang

Phone +1 (814)321-2730 | Email yuhanyvonne@gmail.com | Portfolio yvonnezhang.net

Education

MFA in Computer Art | School of Visual Arts

May 2023 | New York, NY

GPA: 3.9/4.0 | MFACA Awards for Academic and Creative Excellence | Gap Year: 2021 – 2022

BA in Art | Pennsylvania State University

May 2020 | University Park, PA

Minor in Architecture Studies

Skills

Technical Skills	• Hard surface / organic modeling • UV mapping, LOD, lightmap	• Procedural texturing • Rendering and compositing	• PBR / hand painted texturing • Rigging and animating
Software	• Maya, 3dsMax, Blender, ZBrush • SpeedTree, Marvelous Designer	• Unreal Engine • PS, AE, Nuke	• Substance Painter / Designer • MEL/Python
Shipped Title	• Forza Motorsport • PUBG: Battlegrounds	• Lord of Mysteries • Assault Fire	• Cyber Space
Language	• English	• Mandarin	

Work Experience

Texture Artist | Microsoft Turn 10 Studios

Nov 2023 - Present | Seattle, WA

- Built procedural textures in Substance Designer for Forza franchise, using parameters to create various types.
- Optimized texture workflows by consolidating material libraries, nodes, and filters, improving consistency across assets.
- Created customizable procedural decals, including tire scuffs, puddles, and asphalt cracks, to enhance track realism.
- Collaborated with technical art, drivable surface, and terrain teams to define visual targets and resolve performance issues.

CG Generalist Intern | MAKE

Sep 2023 - Nov 2023 | Minneapolis, MN

- Rendered and composited multi-pass 3D footage for commercial spots using After Effects and Nuke.
- Modeled and textured stylized low-poly 3D assets for an original animation series.
- Designed and animated a 3D loop in 3dsMax for social media, managing the process from concept to final render.

Freelance 3D Artist

Character Modeler | Six Sense Productions

Jul 2023 – Oct 2023 | Remote

- Modeled, textured, and rigged stylized characters in a painterly art style for an unannounced animated short film.
- Created and optimized environment assets in Blender for non-photorealistic rendering (NPR).

3D Artist | Cyber Space Studio

Jan 2022 – Mar 2022 | Shanghai, China

- Modeled and textured hard surface and organic assets for a battle royale game Cyber Space in Unreal Engine 4.
- Developed MEL scripting plugins to automate and streamline modular modeling workflows.

Environment Artist | Kuaishou Technology

Jan 2022 - Jul 2022 | Shanghai, China

- Modeled and textured more than 50+ game assets, including architecture, vehicles, weapons, and plants.
- Generated procedural materials (concretes, metals, and stones) with Substance Designer, ensuring optimized texture variation.
- Worked closely with terrain artists to integrate the 3D assets into the respective scenes in Unreal Engine 4.
- Created PBR materials for vegetation using SpeedTree, optimizing texture maps and LODs to meet performance.

Environment Artist | Sheer Game

Aug 2021 - Oct 2021 | Chengdu, China

- Led a team of six in creating game assets, ensuring clean topology and precise UVs for client projects.
- Specialized in high-poly model reduction, light map generation, LOD, and trim sheet creation.
- Mentored interns, providing guidance on industry best practices to maintain production quality standards.