



ABOUT ME

Innovative and skilled 3D Artist with over 10 years of experience, impassioned about generating high quality design work, effective at balancing aesthetics and communication.

A demonstrated aptitude for conceptualizing, sketching, color, layout and digital production, as well being a strong team player. My aspiration is to achieve a key position within a team, which challenges my creative abilities and allows growth and advancement in the company.

CONTACT



650-388-0699



geneyart@gmail.com



www.geneyenart.com

www.linkedin.com/in/gene-yen-968ab228a

CORE EXPERTISE

- ▶ AUTODESK MAYA
- ▶ (Faceform) R3DS WRAP
- ▶ BLENDER
- ▶ HOUDINI
- ▶ ZBRUSH
- ▶ ADOBE CREATIVE SUITE
- ▶ SUBSTANCE PAINTER / DESIGNER
- ▶ UNITY 3D
- ▶ UNREAL ENGINE
- ▶ C# / PYTHON
- ▶ TEAM LEADER
- ▶ ORGANIZATION / COMMUNICATIONS
- ▶ ROKOKO STUDIO / MOTIONBUILDER
- ▶ NUKE

GENE YEN

3D ARTIST

WORK EXPERIENCE

2022 - Present

3D ARTIST IV (DIGITAL HUMAN STUDIO TEAM) OCULUS VR via Tailored Management

- Advanced high resolution 3dMD avatar scan and texture cleanup, combined with procedural retypology in R3DWrap for over 300 assets.
- Colab with artist and engineers to create synthetic avatars used for machine learning and data testing for VR development.
- Generated advanced procedural hair shader system for pipeline.
- Fabricated, realistic hair grooms and dehairing process for Codec Avatars.
- Synced, motion capture to our base rig for Maya and Blender.
- Constructed documentation and research material.
- Established, procedural animation and shader network for realistic iris, utilized in eye tracking testing pipeline.

1998 - Present

3D ARTIST / VISUAL DESIGNER FREELANCE DESIGNER

Developed brand identity, illustrations, 3D modeling, motion graphics, animation and UI design.

Clients list include :

- **South San Francisco Chamber of Commerce** (Brand Identity)
- **REIN H20** (Brand Identity / Package Design / Web Design)
- **Dango** (3D Rendering / Animation)
- **SmartHomes ADU** (3D Rendering / 2D Animation / Brochure Design)
- **Tutotoons** (2D Character Design / Game UI / UX Design)

2017 - 2019

PUBLIC CONTENT CONTRACTOR FACEBOOK via US Tech Solution

- Data testing and creating guidelines on new projects for the outsource team.
- Cofunction on existing and live videos to verify if content is adaptable with new algorithms.
- Embracing, Facebook internal protocols to make sure all video contents are appropriate.
- Evaluating video data set on Instagram and Facebook Live app for purpose of machine learning capabilities.

2016 - 2017

VIDEO ENGINEERING APPLE via Mindlance Inc.

- My position entails building on to Apple's image database, by 3D image mapping and image annotation utilizing Apple's internally developed tools for the iPhone 8 - X facial recognition.
- Delegated as a team lead for various functions such as quality control on all assignments.
- Mentored new team members on the use of software used for project task.

2015 - 2016

PRINT QUALITY SPECIALIST / DESIGN ASSOCIATE MINTED

- Interact directly with clientele, customer support, and printers to resolve and service complex design issues for high-end holiday stationary.
- Strategized with team leads on problem solving clients request for customizing design elements on their product order.

EDUCATION

CHARACTER DESIGN

Robotpencil
online Mentorship

COMPUTER ANIMATION

Art Institute
of California at SF

ILLUSTRATION

Academy of Arts
University