

Ching Yan (Tiffany) Yu

3D Modeler

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 [Portfolio Link](#)
 [Demo Reel](#)
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 Vancouver
 Canadian Citizen

SUMMARY

Recent graduate in 3D Computer Animation from Emily Carr University (2025), specializing in game-ready character modeling. Proficient in the full character pipeline, from high-poly sculpting in ZBrush to low-poly optimization and PBR texturing in Substance Painter. Experienced in creating stylized 3D characters. Strong collaboration skills with riggers and animators to ensure game-ready assets.

STUDENT PROJECT

Emily Carr University of Art + Design Sept 2024 – Mar 2025

"Eclipse: Rise of the Mutant World"

Concept Artist for characters:

- Designed the concept art of protagonist, pet and spider boss with using MidJourney and Procreate

Character Artist for protagonist Talia:

- Sculpted high-poly model in ZBrush, optimized to low-poly with clean topology for animation deformation
- PBR texturing in Substance Painter (4K maps)
- Collaborated with rigging team to define joint placement and skin weighting requirements

Hard-surface modeler for mechanical pet Nyx:

- Created modular, animation-friendly mechanical components using Maya
- Focused on clean topology and proper edge flow for structural integrity

Individual Personal Practice 1

Nov – Dec 2023

Stylized Character Bust - Seraphine "Spring Blossom"

(League of Legends Fan Art/ Non-commercial Practice)

- Achieved high-fidelity details in ZBrush, faithfully replicating official design proportions
- Established clean base topology with emphasis on key silhouette shapes
- Authored 4K texture sets in Substance Painter
- Using Marmoset Toolbag ray tracing to render

Individual Personal Practice 2

Feb – Apr 2024

3D-to-2D Character - Nicole

(Zenless Zone Zero Fan Art/ Non-commercial Practice)

- Created custom toon shaders in Substance Painter, cel-shaded base colors with hand-painted shadows

SOFTWARE

3D

- Maya
- X-Gen
- ZBrush
- Substance Painter
- Marmoset Toolbag
- Unreal Engine
- Arnold
- Marvelous Designer
- Nuke

2D

- Premier
- After Effects
- Photoshop
- Procreate

SKILLS

- 3D Modeling
- UV unwrapping
- Texturing/ Surfacing
- Character Design/ Concept Art
- 3D Animation
- 2D Animation
- Digital Illustration
- Digital Design
- Compositing

LANGUAGE

- English
- Mandarin
- Cantonese

EDUCATION

- Emily Carr University of Art + Design |
2021-2025
Bachelor of Media Arts,
3D Computer Animation