

KEVIN FAN

3D ART STUDENT LOOKING FOR AN INTERNSHIP

(385) 368-2057 | 489E 400S, Salt Lake City, UT |

kevin130366@gmail.com

github.com/yuchengfan

artstation.com/yuchengfan

linkedin.com/in/yuchengfan

EDUCATION

University of Utah

2017-2022

B.S. in Games | Minor in Design

Major GPA: 3.75 | Honors: Dean's List

Primary Coursework

- Game Design
- Environmental Arts
- Advanced Modeling
- PBR Texturing

University of Utah Professional Coding

Boot Camp

2021-2022

- Full Stack Web Developer

TECHNICAL SKILLS

Software for Game Development

Maya, Unreal Engine, Unity 3D Engine

Zbrush, Substance Painter

Blender, After Effect, Photoshop

Illustrator

Programming Languages

Python, Javascript

Framework/Libraries/Others

Node.js, HTML, MongoDB

React, Express.js

Tools

Git, Github

Bash, Vim

EXPERIENCE

Etrovision Technology | Web Developer Intern

Taipei City, TW | 05 / 2018 - 08 / 2018

- Created homepage assets for both desktop and mobile experiences.
- Leveraged workflow collaboration tools including Git.
- Worked directly with CEO and manager to design and develop web applications and scripts.
- Run debugging scripts.

PROJECTS AND STUDIES

PBR Material Texturing | [Artstation](https://artstation.com/yuchengfan)

- Textured props to be high definition and game-ready.
- Utilized different maps and instances in Unreal.

Hard Surface Modeling Studies | [Artstation](https://artstation.com/yuchengfan)

- High proficiency in creating high poly character models, and environmental assets with clean topology, ready for rigging and animation.
- Understood lighting setup and render for industry-standard 3D models.

Tradition Game Development | [Demo](#)

- Lead level designer for JoJo Loans game.
- Developed and designed levels, implemented level mechanics into the game using Blueprint.

Capstone | (On-going course work)

- Weapon Concept Artist
- Creating Model and Textures for Weapon concepts.
- UV and Texturing mod kits and Environmental assets in Game