Yanran Han
[Technical Artist]

yvettehan.com

📍 Pittsburgh
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Skills

Tools :

Maya, Zbrush
Unity, Unreal
Adobe Creative Suite
Substance Designer
*Marmoset, *Houdini

Programming:

Python, MEL, Javascript
HTML, CSS, JQuery
C#, * C++, *Java

Core Skills:

Tool Scripting,
UX Design
VFX
Problem- Solving
Rigging

Platform Experience:

VR: VIVE, Oculus
AR: ARkit, Hololens
Mobile: iOS, Android
PC, Web, LeapMotion

Work Experience

CMU CS Academy - UX designer
May 2018 - Present

Collaborating with designers, engineers and producers to build an improved experience for an interactive high school python curriculum

Nikki Games - Technical UI Artist
Feb 2017 - Aug 2017 (A mobile game with 100+ million players worldwide)

Bridged the team, worked closely with artists and engineers, refined assets and flow for better performance. Developed several Adobe tools in Javascript such as replacing UI language automatically.

Academic Projects

EA Maxis Studio - Project Olympia, Technical UI Artist
Jan 2019 - May 2019

Collaborated with designers, engineers and producers to build a VR experience with LeapMotion. Developed assets and technical solutions in Unity and Maya (e.g. Environment art, Fluid simulation, Physics)

Google - Project Playgrounds, Visual Developer
May 2017 - Present

Worked with Google experience team, conducted researches and designed a room-scale experience to showcase Google Assistant.

Education

Carnegie Mellon University - Entertainment Technology
2017-2019 [Master]

Awards: **Oculus Social VR Game** 'Althea' is nominated as Pittsburgh Creative Award top interactive project

Zhejiang University - Digital Media Technology
2012-2016 [Bachelor]

Personal Projects

Global Game Jam - Generalist Artist
2012-2016

Worked on character design, animation, UI, environment setting, VFX and concept art of a multiplayer PC game.