

Contact

www.linkedin.com/in/katyu
(LinkedIn)

Top Skills

Texture Painting
Blender
Art Direction

Kat Yu

Art Lead at Meta
Las Vegas, Nevada, United States

Summary

Skills:

Stylized Art, High and Low Res Modeling, Retopology, UVing, Texturing/Surfacing, Rendering/Presentation, Engine, Version Control, Leadership, Workback/Team Planning, Sprint Planning,

Programs:

Autodesk Maya, Adobe Photoshop, 3D Coat, Zbrush, Unity, Unreal, Substance Painter, Blender, Github, Perforce P4V, Marmoset Toolbag, CLO3D, Marvelous Designer

My Website is:

www.kat-yu.com

Experience

Meta

5 years 2 months

Art Director

August 2021 - Present (1 year 9 months)

Remote

- Leading Meta's avatar clothing line, overseeing trend research and the 2D +3D art production of in house fashion
- Managed a team of multi-disciplined artists
- Art directed Spark AR verticals - Commerce, and others.

Art Lead

December 2019 - August 2021 (1 year 9 months)

Menlo Park, CA

- Created content for VR-first experiences for both desktop and standalone VR headsets, balancing the performance, visual quality, and experience of each VR platform
- Led an art team to ship Oculus Venues 2.0 Early Access Beta, from prototype, to product launch, to supporting Facebook Connect (2020).
- Directed art outsourcing for Facebook Connect

- Responsible for art team planning and production
- Established art team pipelines: Tooling, version control, naming, and in-engine organization

3D Artist

March 2018 - December 2019 (1 year 10 months)

Menlo Park, California, United States

- Shipped Facebook Spaces: Avatars 2.0 by contributing towards avatar asset creation

PRO Unlimited

3D Artist @ Facebook

September 2017 - March 2018 (7 months)

AltspaceVR

3D Artist

August 2015 - July 2017 (2 years)

Redwood City, CA

- Created talent/celebrity custom avatars while maintaining the art style of each avatar series, as well as satisfying the requests from partners
- Ensured that the latest avatar customization system was designed to support artist's needs, keeping hobbyists, professionals, and partners in mind
- Created the "Geo Campfire" environment: a highly active and heavily populated persistent space, and the first experimentation with a non-realistic art style
- Frequent cross-department collaborations with Marketing, Engineering, Design, and Business Development for items such as promo creation, SDK support, systems creation, and partnerships
- Communicated directly with various partners on single IPs for large scale events
- Created a wide range of props and integrated them into "native resource" system, which supported partner events, as well as SDK growth
- Undertook Unity performance optimizations between PC and Mobile. Familiar with limits of draw calls, vertex count, material management, culling. Made necessary changes to all art-related assets
- Collaborated with concept artists and engineers to create and test avatars of varying aesthetics that were suitable for the VR space
- Optimized existing avatars for better performance

Sketchy Panda Games

Contract 3D Character Artist

July 2015 - September 2015 (3 months)

- Responsible for the creation of all character models and textures, as well as bringing into Unity
- Communicated and collaborated closely with art director and concept artist

The Foundry

3D Artist Intern

February 2015 - May 2015 (4 months)

Redwood City, CA

- Created game art assets using The Foundry software, including Modo and Mari
- Collaborated with team to create game level using newest Foundry features
- Provided assets for software testing and quality assurance

Education

Academy of Art University

Master of Fine Arts (MFA), Game Development · (2012 - 2015)

The School of the Art Institute of Chicago

Bachelor of Fine Arts, Emphasis; 3D Arts · (2007 - 2010)

Parsons the New School for Design

Bachelor of Fine Arts, Emphasis; Fashion Design · (2006 - 2007)