

Dian Yi

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Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, United State *Expected May 2023*

Master of Entertainment Technology (ETC)

Xiamen University Malaysia, Sepang, Malaysia *Aug 2021*

Bachelor of Engineering in Digital Media Technology (Honours)

Experience

Project Manager Intern *Mar 2021-July 2021*

NetEase, Hangzhou, China

- Worked as a game project manager to monitor the production process of game art assets
- Participated in the optimization of game development process, plan formulation and risk management
- Used different in-company tools to manage game art outsourcing and resolved conflicts

Assistant, Game Design and Development *June 2020-Sept 2020*

Tantrum Game Studio, Shanghai, China

- Participated in the game design and planning stage of a newly developed mini mobile game
- Drafted requirement documents and cooperated with game artists to confirm the art style
- Built a functional game demo by developing the game framework with C#-based Unity 2D

Visual Designer (Part-Time) *June 2019-Oct 2019*

Min-an Overseas Supporting Service, Kuala Lumpur, Malaysia

- Designed visual elements needed in the preparation process of designing official WeChat platform
- Edited 56 WeChat articles with featured typesetting and images and posted four articles every Friday
- Completed the UI design in accordance with the design style of the WeChat pages

Academic Projects

Building Virtual Worlds, ETC *Sept 2021-Dec 2021*

Game Artist & Designer & Producer

- Developed 5 games in every 2 weeks in different platforms (AR / VR / Makey Makey) using Unity
- Created environments and characters, and completed rigging, skinning and animations
- Applied terrain tool, post-processing, particle system, and shader graph to polish visual effects
- Involved in game mechanic design, concept design and UI design
- Worked as a producer to coordinate team work, assign tasks properly and track the progress

West World, XMUM *Jan 2020*

Environment Artist

- Created hard-surface models and PBR materials to generate a west town
- Rendered a fly-through animation to display features of the town

Skills

- Game Art & Design: Maya, Max, Substance Painter, Zbrush, Photoshop, Illustrator, Animate, Procreate, Axure RP
- Game Development: Unity, Unreal Engine, Alice 3, C#, C++, JavaScript
- Project Management: Confluence, Redmine, Office, Perforce, Git
- Video & Audio: Premiere, After Effect, Blender, Reaper
- Web Development: HTML, CSS, PHP, SQL
- Language: English, Mandarin, German, Malay