

YUJIA WEI

3D Environment Artist

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SUMMARY

I am dedicated to the field of 3D Environment art. I am highly enthusiastic about pursuing a career in creating visually stunning and immersive digital worlds in the video game industry. I have a deep appreciation for both stylized and realistic artistic styles. Throughout my education career, I have built a solid foundation in modeling, texturing, rendering, and lighting techniques, as well as a strong understanding of composition, color theory, and visual storytelling.

EDUCATION

DigiPen Institute of Technology

Bachelor of Fine Arts in Digital Art and Animation
(2020Sep-2024May)

CORE SKILLS

- 3D Modeling
- Texturing
- Optimization
- Lighting
- PBR Material
- Concept Art
- Level Design
- 2D Art

SOFTWARE

- Autodesk Maya
- ZBrush
- Substance Painter
- Blender
- Unreal Engine
- Unity
- SpeedTree
- Gaea
- Marmoset Toolbag
- Keyshot
- Arnold

EXPERIENCE

DigiPen Institute of Technology / <Arali>

Environment & Prop Artist / September 2021 – May 2022

- Spearheading the development of immersive environment art for 2D games, seamlessly crafting game-ready environment props from conceptualization to finalization.
- Transforming concept art into polished game environments while also contributing to the conceptualization of UI design.
- Designing and implementing game fonts, ensuring a cohesive visual identity and optimal user experience.
- Collaborating closely with cross-functional team members, fostering a synergistic approach to achieve excellence in project outcomes.

DigiPen Institute of Technology / <Wild Wild Wetlands>

3D Environment & Prop Artist / September 2022 – December 2023

- Creating concepts for environment art, leading the conceptualization, design, and creation of captivating game environments and props.
- Executing the creation of game asset environment textures, adhering to the Physically Based Rendering (PBR) workflow for enhanced visual fidelity.
- Proficiently integrated asset textures into Unity, ensuring seamless and visually compelling in-game environments.

Supernova Games Inc / <Purr-fect Chef >

Environment Art Intern / December 2022 – January 2023

- Meticulously polished 2D environment and UI assets to enhance visual appeal and overall quality.
- Conducted thorough playtesting sessions to assess and refine game mechanics, contributing to the optimization of the gaming experience.