YVONNE WANG YAN LIN

Chennai, India | yvonnewyanlin@gmail.com |

https://www.linkedin.com/in/yvonne-wang-b75365155/ | https://www.yvonnewangyanlin.com/

PROFILE SUMMARY

- A highly skilled **3D Artist** with **over 8 years** of experience in various industries - Computer Games, Design, etc.
- Proven ability in Modeling/Texturing/Animation/Organic Modelling, 3D Environment Design, and so on
- Expertise in creating 3D Assets for Game, Movie environment, 3D Product Design, 3D Fashion and creating Photorealistic Renders of Products
- Hands-on experience with Graphics applications especially Autodesk Maya, ZBrush, Blender, CLO3D, Unreal Engine, Adobe Substance Painter, Adobe Substance Designer, Adobe Photoshop, Adobe Illustrator
- Adept at maintaining a high level of quality while working with design constraints and balancing performance issues
- Articulate communicator with outstanding analytical abilities, strong creativity, and an excellent eye for details

SKILLS

- Modeling
- 3D Organic Modelling
- 3D Clothing Design
- Garment Simulation and Animation
- Excel
- Google Sheet
- Texturing
- 3D Environment Design
- Animation
- Atlassian Jira Management
- Atlassian Confluence
- Photorealistic Renders
- Level/Game Design
- Motion Capture Data
- Facial Blendshapes
- Smartsheet

TECHNICAL SKILLS

3D/2D Software: Autodesk Maya, ZBrush, Blender, CLO3D, Unreal Engine, Adobe Substance Painter, Adobe Substance Designer, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, GIMP and Motion Builder.

Render software/Engine: V-ray, Arnold, Iray, Blender Cycles, Blender Eevee, Unreal Engine

Project and Data Management Software: Jira, Confluence, Smartsheet, Excel, Google Sheet

WORK EXPERIENCE (Full-Time)

Gap Inc., Hyderabad, India   **May 2022 - Current**

Manager, Technical Design (Process Development | 3D Content Creation for DRAPR)

- Gather and process workflow feedback from other teams, especially from "Home" team.
- Develop and maintain up to date knowledge of the Drapr Pipeline and its functionalities.
- Assist in developing new, more efficient art processes based on hight level directives/goals.
- Identify smaller areas of process improvement (aside from high level directives) and take initiative in addressing them
- Work closely with the Production Team to test and implement new processes and technologies.
- Facilitate training of new art teams on current process and pipeline, as well as helping to train existing art teams on new processes developed for the Drapr pipeline.
- When available, keep up work with "home team" to assist in 3D asset creation and to keep familiar with their experience.

Noteworthy Accomplishments & Highlights:

- Working Closely with the Old Navy Designer to Create 3D Garment Protos for early visualization.
- Implemented 3 new process workflow and 4 new tools/applications for Texture Team.
- Implemented 1 new tool/ application for Geometry/Modeling Team.
- Process workflow and Tools implemented by Process Development Team has boost efficiency of texture creation by 30%.

Amazon, Chennai, India   **July 2020 - April 2022**

3D Artist (Dept. Digital Imaging Support)

- Working with Amazon Seattle team and working exclusively on Private Label & Amazon Basics

- Utilizing 3D modelling, mapping, texturing, and lighting techniques to create visual interior design scenes for print, Amazon and other webpages, and mobile application.
- Coming up with MEL/Python scripts ideas to help improve workflow and processes
- Reviewing 3D designs and recommending improvements
- Identify process improvements and drive reduction of operational waste
- Imparting upskill training for Junior 3d Artist

Noteworthy Accomplishments & Highlights:
- Provided 2 idea for a script which helped all artist improve quality with first pass approvals which drastically increased the overall team average quality.
- Awarded Wall of Fame for High Productivity and Quality for 8 consecutive months.

Amazon, Chennai, India   **Apr 2018 – June 2020**
Junior 3D Artist (Dept. Digital Imaging Support)
- Creating 3D models, textures and photorealistic renders of products for 360 view and Product Vignettes
- Working with Amazon Seattle team and working exclusively on Private Label & Amazon Basics
- Maintaining a high level of quality standards and timely submissions
- Imparting training to the new joiners and teaching them Amazon 3D pipeline

Noteworthy Accomplishments & Highlights:
- Completed 900 Models with Textures & 360 Photorealistic Renders in 2019 and 800 Models with the same in 2018

Centaur Digital (Virtual Reality & 3D Gaming Company), Chennai, India   **Aug 2016 - Mar 2018**
3D Artist & 3D Environment Designer
- Meeting with clients, designer to review projects and deadlines and agree on development timeline. These meetings may involve collaborating on design ideas and coming up with new suggestions for improving a project.
- Created 3D Assets for Game & Movie Environment
- Creating suitable CG environment and ensure it is optimized well for all platforms.
- Using 3d modelling, texturing and mapping, and other techniques to create graphics, visual effects and animations.
- As an Animator worked on cleaning up the motion capture data, enhanced body movements, wherever required.
- Receiving feedback from supervisor, designers and clients, and editing creations based on the comments received.

Noteworthy Accomplishments & Highlights:
- Successfully created 300 plus Face Blendshapes for Facial Animation

INTERNSHIP EXPERIENCE

Organization	Designation	Duration
Rubecon, Chennai, India	Graphic Designer	Apr 2013 - May 2013

EDUCATION
- PG Diploma in Animation from ICAT Design & Media College, India - 2016
- Bachelor of Science in Visual Communication from M.O.P Vaishnav College for Women, Chennai, India - 2015

WEBINAR
ICAT College, Department of Animation | Topic: 3D Product Designing | Date: 13th July 2020 | Time: 3 PM to 6 PM
- Invited to speak to the students of ICAT College as an Alumni