

RICHARD YAO

3D MODELER, TEXTURE ARTIST

EDUCATION

UNIVERSITY OF WASHINGTON

INTERDISCIPLINARY VISUAL ART BACHELOR DEGREE

SKILLS

APPLICATIONS:

3D MODELING, RIGGING, ANIMATING, LIGHTING:
MAYA, 3DS MAX, BLENDER, SILO

2D ILLUSTRATION, TEXTURING:
PHOTOSHOP, MARI, Z-BRUSH

DIGITAL SCULPTING & TEXTURING:
Z-BRUSH, MUDBOX, MODO

GRAPHICS DESIGN:
ILLUSTRATOR

RENDERING:
MENTAL RAY, OCTANE, ARNOLD, V-RAY, MAYA SCANLINE

PUBLISHING:
INDESIGN

COMPOSITING:
NUKE, FUSION, AFTER EFFECTS, TOXIK, COMBUSTION

WEB DESIGN:
FLASH, DREAMWEAVER

VIDEO EDITING:
PREMIERE PRO

SCRIPTS AND LANGUAGES:
MAXSCRIPT, PYTHON, JAVASCRIPT

ARTISTIC

Traditional drawing skill, Oil Painting, Photography

LANGUAGES

Proficient in **English** and **Mandarin Chinese**. Fluent in reading and writing for both languages.

EXPERIENCE

GRAPHIC ARTIST

12/08 ~ PRESENT

L3 D.P. Associates

3D graphics, animation, video editing, 2D illustration, Courseware creation.
Create assisting tools through various scripts such as JSFL, Maxscript, Javascript, Python.
Provide training for new artists in Photoshop, Flash, 3DS Max other company inhouse tools.

ORGANIZER

02/14 ~ PRESENT

San Diego Z-brush Users Group

Coordinate with sponsor to hold monthly meeting.
Provide Tutorial for group members.
Manage users group's online presence through posting news on various community websites.
Manage group mailing to keep members informed.
Finding and contacting possible new presenters.

LEAD SET DRESSER/MODELER/PAINT AND TEXTURE ARTIST

06/06~08/08

Group Hug PBS film project (Everything Obsolete)

Create low and high polygon models for main characters of the film through Maya.

SENIOR GRAPHICS DESIGNER & PRE-PRESS MANAGER

08/05~11/08

Evergreen Printing and Graphics

Design and layout book, brochure, business card and various printing products.
Prepare plates through paper, plastic and film for press-man to print.
Answering phone calls and handles projects given by clients independently.

3D MODELING TEAM LEADER

03/06 ~ 07/06

Red Online MMORPG Project

Modeler team leader. Responsible for all character, monster, item modeling in Maya.
Distribute work among different teammates.
Oversee working process and give proper tutorial and training.
Design concept artwork for characters and weapons.

ACTIVITIES & INTERESTS

Self-motivated to create 3D images and animation projects
Traditional photography & digital photography
Traditional figure drawing & painting
Played violin for 21 years
Piano

CONTACT INFORMATION

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