

# 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

9606 Carroll Canyon Rd. Apt. H4

### INFORMATION

San Diego, CA 92126

Phone (650)793-6387

E-mail richard823@gmail.com

www.artpassionforward.com