**Yinbei Zhu**

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**Profile**

* Enthusiastic, collaborates and communicates well with others to generate and execute ideas
* Works fast and efficiently at a high quality while taking feedback and critiques adjusting the changes accordingly
* Is able to work under pressure and tight deadlines
* Versatile in traditional drawings as well as digital designs
* Is fluent in English and Mandarin, a small amount in German

**Skills:**

**Software skills:**

3D Modeling: Zbrush, Maya, 3D Coat, Marvelous Designer

4D Data Capture: Wrap 3D, Wrap 4D, Track, Rush

Photogammetry: RealityCapture

Texturing: Substance Painter, Quixel, Photoshop, XNormals, 3D Coat

Rendering: V-ray, Mental Ray, Arnold

Game Engine : Unreal Engine 4, Stingray

Pipeline : Shotgun, Perforce

Simulation: EACloth for Hair sim, Cloth sim

**Work Experience:**

**3D Scan Artist**

*Playstation November 2022 - April 2024 (Research and Development, Cancelled Project, MLB24)*

* Worked on tracking with 4DWrap and Track for facial motion capture
* Used RealityCapture to process and calibrate facial image data
* Research and develop 4DWrap pipeline
* Problem solving, testing and improving current pipeline with new features and updates
* Training and providing support for new artists learning pipeline
* Writing and updating documentation for Pipeline changes
* Testing and providing feedback for improving inhouse tools

**Facial Blendshape Artist**

*Scanline VFX September 2021 - November 2022 (Black Adam, The Meg 2, Flash, Yu Yu Hakusho, The Gray Man)*

* Worked on FACS/blendshapes for Digital Doubles and Characters
* Worked on tracking with 4DWrap and Track for facial motion capture
* Worked with rigging with Ziva muscle system to adjust and sculpt on humanoid characters and monsters
* Sculpted muscle, bone and wrinkle details/blendshapes for lookdev
* Adjusted models and depending on art direction feedback

**3D Artist**

*Beamdog March 2020 - July 2021 (MythForce)*

* Helped research and develop unique stylized character pipeline
* Sculpted, textured from start to finish props, characters and monsters
* Learned some environment pipeline in-order to help out with environment team
* Adjusted models and concept depending on art direction feedback
* Optimized and adjusted models and textures

**Character Artist**

*Artworks at Electronic Arts January 2018 - December 2018 (FIFA 19, FIFA 20)*

* Learned Marvelous Designer and helped develop new wardrobe pipeline
* Used the in-house cloth to create simulation for clothes
* Cleaned up scanned reference data and resculpted fine details
* Modelled base head geo to fit likeness of head, created hair card geo in the hairstyle referenced
* Created and touched up textures maps for the head and hair geo
* Used the in-house cloth to create simulation for hair cards
* Problem solved and fixed bugs that have been reported

**Character Artist**

*Artworks at Electronic Arts January 2017 - August 2017 (FIFA 18)*

* Cleaned up scanned reference data and resculpted fine details
* Sculpted head likeness both with and without scanned references
* Modelled base head geo to fit likeness of head, created hair card geo in the hairstyle referenced
* Created and touched up textures maps for the head and hair geo
* Used the in-house cloth to create simulation for hair cards
* Problem solved and fixed bugs that have been reported

**Education**

**Game Art and Design Diploma** September 2015 – September 2016

Vancouver Institute of Media Arts (VanArts) Vancouver, BC

**Ontario Secondary School Diploma** 2010 – 2014

Harbord Collegiate Institute Toronto,ON

**References:** Available upon request