

YUHENG ZHU

Unreal Technical Artist / Creative Technologies

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PROFESSIONAL EXPERIENCE

- 2023 Human Person**
Los Angeles, CA
"STAY" by The Kid Laroi, Coachella 2023 stage visual
- 2023 VTProDesign**
Los Angeles, CA
"Eden", Coachella 2023 projection mapping art installation
- 2022 – Mousetrappe**
2023 Los Angeles, CA
Hypersphere 360° ride at SeaWorld Abu Dhabi
- 2022 –**
2023 Los Angeles, CA
Virtual Production Metaverse Space Design
- 2019 AntiStatics Architecture**
Beijing, China
iDo Jewelry Store (Beijing) Design China Beijing, Computational Installation
- 2018 mcdowellespinosa**
New York City, NY
Barilla Pavilion Competition
- Unreal Engine Artist**
- Collaborated with the Art Director to design the in-scene lighting, finalized the scene layout, and created the animation sequence for the Unreal Engine stage visual of "STAY" by The Kid Laroi & Justin Bieber for the live performance at Coachella 2023.
- Creative Department Designer / Animator**
- Designed and developed the projection mapping generative animations using TouchDesigner for "Eden", an art installation by artist Maggie West at the Coachella 2023. The installation was one of the world's largest 3D color photography installations.
- Unreal Engine Technical Artist**
- Actively contributed to the visual creation of a theme park ride at SeaWorld Abu Dhabi. Participated in render pipeline R&D, troubleshoot material issues for artists, and built Niagara FX animation libraries.
- Freelance Unreal & Unity Artist**
- Collaborated with the Production Designer, layouted scene in UE5 for a virtual production feature film directed by Kahlil Joseph, operated by Fuse Technical Group.
 - Created and optimized Metaverse virtual space using Unity.
- Design Assistant / Unreal VR Research Staff**
- As the first specialist recruited, created the office's first VR Arch Viz project and developed a guideline for the Rhino-Unreal Engine pipeline for the team.
 - Developed the interior design and parametric 3D wall patterns for the iDo Jewelry Store in Beijing.
- Archviz Specialist**
- Responsible for 3D modeling and producing the V-Ray renderings. Developed the design scheme with the team.

ACADEMIC EXPERIENCE

- 2022 D'sync**
SCI-Arc
Interactive + immersive digital environment experience with Candice Wu and Jonathan Penvose
- 2019 Unreal-CityEngine Plugin Development**
Cornell University
Research team led by professor Henry Richardson and consultants from Epic Game.
- TouchDesigner & Unreal Engine Tech Artist**
- Collaborated on project pipeline R&D, which involved creating the OSC data routing blueprint and designing the interaction behaviors. Additionally, developed the Niagara FX System.
 - The interactive experience project was exhibited at SCI-Arc and the Kirkland Gallery at Harvard Graduate School of Design.
- Unreal VR Research Assistant**
- Led testing and feedback sessions for the builds of Esri CityEngine's Unreal Engine 4 plugin, contributing to the development of the tool's user experience.
 - The final outcome of the project involved the creation of architectural prototype assets for procedural city block generation in VR.

EDUCATION

- 2021 – 2022** SCI-Arc (Southern California Institute of Architecture)
Los Angeles, CA
SEP
MS Fiction&Entertainment postgraduate program
GPA 3.91 / 4.0
Graduation with Distinction
- 2015 – 2020** Cornell University
Ithaca, NY
Bachelor of Architecture
GPA 3.70 / 4.3
Dean's List 2017-2019
AAP Cornell in Rome, Fall 2017.
AAP NYC + Cornell Tech, Fall 2019.

OTHER

- 2022 Lucy McRae: FUTUREKIN**
Sci-fi Artist/Body Architect
McRae's Art Show in Los Angeles
Exhibition Curation Assistant
- Assisted the fabrication and installation of the art works. Assisted in the curation of the exhibition space.

SKILLS

Intermediate Advanced Source Control

Unity	Unreal Engine (Blueprint/ Metahuman)	Plastic SCM
TouchDesigner		Perforce
Zbrush	Maya (Modeling/Rigging/ Rendering)	
Reality Capture	Quixel Bridge	
Blender	Substance Painter	
Houdini	World Machine	
Spark AR	V-Ray	
Grasshopper	Rhino	
Python	Adobe Creative Suite	
Substance Designer		

Language

English (Fluent), Mandarin (Native)