

# Kat Yu - 3D Artist

Kat@Kat-Yu.com  
614.432.6631  
Sunnyvale, CA 9457

## Skills

### Proficient:

Autodesk Maya  
Pixologic ZBrush  
3D Coat

Adobe Photoshop  
Headus UV Layout  
Unity

### Experienced:

Perforce  
XNormal  
Unreal Engine  
Foundry Modo  
Autodesk Mudbox

## Experience

**AltspaceVR** – Aug 2015 - Current

### **3D Artist**

- Created all talent/celebrity custom avatars while maintaining the art style of each avatar series, as well as satisfying the requests from partners
- Ensured that the latest avatar customization system was designed to support artist's needs, keeping hobbyists, professionals, and partners in mind
- Created the "Geo Campfire" environment: a highly active and heavily populated persistent space, and the first experimentation with a non-realistic art style
- Frequented cross-department collaborations with Marketing, Engineering, Design, and Business Development for items such as promo creation, SDK support, systems creation, and partnerships
- Communicated directly with various partners on single IPs for large scale events
- Created a wide range of props and integrated them into "native resource" system, which supported partner events, as well as SDK growth
- Undertook Unity performance optimizations between PC and Mobile. Familiar with limits of draw calls, vertex count, material management, culling. Made necessary changes to all art-related assets
- Collaborated with concept artists and engineers to create and test avatars of varying aesthetics that were suitable for the VR space
- Optimized existing avatars for better performance

**Sketchy Panda Games** - Jul 2015 – Sept 2015

### **Contract 3D Character Artist**

- Responsible for the creation of all character models and textures, as well as bringing into Unity
- Communicated and collaborated closely with art director and concept artist to tailor aesthetic

**The Foundry** - Feb 2015 – May 2015

### **3D Artist Intern**

- Created game art assets using The Foundry software, including Modo and Mari
- Modeled high-res game assets for company project: Sci-fi Doom mod
- Provided assets for software testing and quality assurance

## Education

### Academy of Art University

2012 – 2015

- MFA, Emphasis in 3D Character Art

### School of the Art Institute of Chicago

2007 – 2010

- BFA, Emphasis in 3D Arts

## Volunteer

### Game Developers Conference

2014, 2015

- Conference Associate

### Casual Connect

2014

- Session Hall Helper