Jinghan LU

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201 Presidents' Cir, Salt Lake City, UT 84112, USA

EDUCATION BACKGROUND

University of Utah (Utah), Salt Lake City, UT   Jan. 2021 - May 2024

Bachelor of Science in Entertainment Arts and Engineering (No. 3 in Game Design by 2023 US News ranking)

- ✧ **Overall GPA:** 3.715/4.000   **Dean's List for spring 2023 and summer 2021**
- ✧ **Core Course:** Dig. Content Creation (A), 3D Modeling (A), Alt Game Development (A), Intro to Game Design (A), D Character Prod. (A), Interactive Machinima (A), Trad Game Development (A), Programming for All I & II
- ✧ **Honors & Scholarships:**
    -- Recipient of a $3000 scholarship upon entering Utah in August 2021
    -- Inducted into **The National Society of Leadership and Success** (NSLS) at Utah in February 2022

CONTEST EXPERIENCE

Global Game Jam (GGJ)   Feb. 2023

3D Artist | Design and Development of the Game "Root", an engaging exploration game where players control children to overcome challenges and climb the Tree of Life   Salt Lake City, UT

- ✧ By using Maya and Zbrush, made necessary modifications to existing models to make them aligned with the game's requirements
- ✧ - Adjusted materials to achieve a cohesive game style, enhancing the overall visual experience.
- ✧ - Optimized high-poly models by reducing the polygon count by over 40,000, resulting in a significant decrease in game runtime from 5 minutes to just 2 minutes

PORTFOLIOS & OTHER GAME DESIGN EXPERIENCES

"Birdon", a **Unity side-scrolling 2D game** with Chinese shadow puppetry as an artistic reference   Nov. 2023

Independent Work   Salt Lake City, UT

- ✧ Inspired by the intangible cultural heritage of Chinese shadow puppetry, which utilizes leather-cut figures to perform stories, drew on traditional Asian perceptions of female identity, and incorporated mythological characters to tell the story of a delicate woman who puts on her armor and sets out to fight to save her lover

Unreal Scene, a **wonderful world of beaches (Images)**   Nov. 2023

Independent Work   Salt Lake City, UT

- ✧ Completed a project from concept to game readiness, covering planning, modular design, optimization, and transferring assets into the game engine

Development of "Trash 'N Grab", a 3D multiplayer battle UE game centered around picking up trash   Aug. 2023

3D Artist, Supervised by Prof. Greg Bayles and Prof. Fernando Rodriguez   Salt Lake City, UT

- ✧ Designed new visual effects and created character prototypes
- ✧ Tweaked and optimized existing VFX, with a focus on frame rate and memory usage
- ✧ Integrated visual effects seamlessly into game assets, characters, and environments using Cascade or Niagara
- ✧ Kept abreast of the latest trends and technological advancements in real-time VFX
- ✧ Performed efficient optimization to ensure smooth gameplay across different platforms while maintaining high visual fidelity

Development of "Out of Reach", a **2.5D side-scroller stealth-based video game** where players gather resources to fuel their ship and escape a pirate-infested solar system   Jan. 2023

3D Artist, supervised by Prof. Gabriel Olson at Utah   Salt Lake City, UT

- ✧ Bridged the gap between concept art and the virtual game world by sculpting and designing assets for an immersive player experience, including 3D character, environment, and prop modeling. Specifically:
- ✧ Crafted 3D representations of characters, environments, and props by using Maya
- ✧ Enhanced visuals through realistic or stylized texturing, rigging models for animation, and optimizing assets for game performance
- ✧ Collaborated with other designers and animators, iterating based on feedback, and staying updated with industry trends
- ✧ Successfully delivered more than 15 game-ready assets on time and received commendation for exceptional environment modeling

Development of "Server", a **3D third-person conversational game** using unity, which is a hate letter to primarily social media and online spaces through dynamic character dialogue   Jan. 2023
Audio Designer   Salt Lake City, UT
 ⬥ Responsible for leveraging Cubase, a leading Digital Audio Workstation (DAW), to design, edit, and implement audio elements within a video game, enhancing the player's immersive experience. Specifically:
 ⬥ Created and edited sound effects on Cubase to synchronize with on-screen events, character actions, and environmental cues
 ⬥ Developed adaptive and thematic musical tracks that fit the mood, setting, and narrative of the game through music composition
 ⬥ Recorded, edited, and synchronized character dialogues for clarity and emotional impact through voice-over editing
 ⬥ Collaborated with game developers to integrate audio assets into the game engine, ensuring proper triggering and adaptation to in-game events
 ⬥ Conducted regular testing sessions to ensure audio balance, clarity, and spatial accuracy through audio testing
 ⬥ Mixed and mastered the final game audio to maintain consistent levels and deliver high-quality output across different playback systems in post-production

Eae 3720 Alt Game | Game Audio Designer   Aug. 2023
3D Artist, supervised by Prof. Andrew Taylor Johnson   Salt Lake City, UT
 ⬥ Used cartoon-stylized materials to align with the game's theme, enhancing visual consistency
 ⬥ Built low-poly models on Maya to maintain asset quality while improving game performance

EXTRACURICULAR EXPERIENCE
 ⬥ **Active Supporter** for "Love for Children Program", an initiative by the United Nations Children's Fund (UNICEF)
 ⬥ **Volunteer Model** at Salt Lake Community College

SKILLS & INTERESTS
 ⬥ **Game Design Skills**: Proficient in Unreal engine, unity, maya, blender, zbrush, Substance 3D Painter, Marvelous Designer, Cubase, Marmoset Toolbag, etc.
 ⬥ **Computer Skills**: Proficient in Python and C#
 ⬥ **Languages Skills**: Native in Chinese and Proficient in English
 ⬥ **Hobbies**: Cosplay, Music, 3D Modeling and Printing