



CLAIRE CHENGYIXIU BIAN

3D ARTIST

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Skills Summary

Digital painting
3D Modeling
3D Sculpting
3D Animation
3D printing
Texturing
Texture baking
Graphic design
Costume construction
Stage makeup

Software

3DS Max
Substance Painter
Substance Designer
Marvelous Designer
Zbrush
Marmoset
Mudbox
Maya
UE4
Unity
Vectorworks
AutoCAD
Perforce
Handsoft
Adobe Creative Suite

Languages

English
Mandarin

Team Projects

Lead Artist

FrostRunner | SMU Guildhall | Unreal Engine 4

Fall 2018

- Guildhall's most downloaded game on Steam
- Created documents, ASG, and concept art for the team
- Worked with multi-disciplined teams for unified vision
- Modeled and UVed the modkit and decorative assets
- Created marketing materials

Environment Lead Artist

Interstellar Racing League | SMU Guildhall | Unreal Engine 4

Spring 2018

- Lead the environment team to produce art for Team Game Production II class
- Created documents and art style guide for the team
- Created concept art for modeler
- Worked with multi-disciplined teams for unified vision

Artist

Jami the Jelly | SMU Guildhall | Unity

Fall 2017

- Created 2D game art assets
- Created concept art and marketing materials
- Collaborated with lead level designer on gameplay mechanics

Personal Projects

Thesis

Character Identity Through Modular Futuristic Clothing Design | Unreal Engine 4

Fall 2018-Spring 2019

- Artifact contains an android model with rig system and basic animation cycles, 4 sets (3 outfits per set) of clothes (headset, small accessories, shoes, etc.) that are modular within each set
- Self-taught Marvelous Designer and the work pipelines for creating character's outfit in games
- Modular breakdown on the design so the clothing pieces share same seams
- Physics applied to clothes in engine with wind system
- Concept stage includes designing the flat patterns, color themes that suit different personalities, and determine shared seams locations

Education

SMU Guildhall | TX

May 2019

- Master of Interactive Technology, Art Creation

Lehigh University | PA

May 2017

- B.A. Design, Product Design concentration
- B.A. Theater, Design concentration