

Yilin Zhu

3D MODELER

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EDUCATION

Academy of Art University 2019 – 2024
Bachelor of Fine Arts (BFA) in Animation & Visual Effects

Pratt Institute 2024 – 2026
Master of Fine Arts (MFA) in Digital Arts

Professional Experience

Academy of Art University – Studio X 2022 – 2023
3D Modeler | Project: Masked

Led full 3D production of the anthropomorphic main character Sara from concept art
Sculpted high-poly in ZBrush; completed retopology in Maya
Created PBR textures in Substance 3D Painter
Rigged two main characters using Advanced Skeleton for animation

Academy of Art University – Studio X 2022 – 2023
3D Modeler | Project: Maelstrom

Modeled a detailed spacesuit based on concept art
Sculpted high-poly in ZBrush; completed retopology in Maya
Performed topology checks and optimized UV efficiency in Maya
Assisted in UV optimization and model refinement for spaceship interior assets

Professional Training

Hangzhou Jiande Artisan Design Studio (Remote) Jan 2026 – Jun 2026
NPR + PBR Character Modeling Training

Completed specialized training in NPR + PBR anime-style character production
Built integrated hair models and mid-poly character assets in Maya
Sculpted high-poly details and cloth folds in ZBrush
Performed retopology and UV layout in Maya
Created stylized and PBR textures using Substance 3D Painter and Photoshop

Awards

Runner-up, 3D Stylized Character Design, Spring Show 2024, Academy of Art University

Skills

Unreal Engine, Unity, Maya, Zbrush, Substance 3D painter, Adobe Photoshop, Adobe Premiere Pro
Adobe After Effect, Procreate