

RICHARD YAO

EDUCATION

UNIVERSITY OF WASHINGTON

INTERDISCIPLINARY VISUAL ART BACHELOR DEGREE

SKILLS

PROGRAMMING LANGUAGES AND APPLICATIONS:

PHOTOSHOP

texture map drawing with tablet and advanced skill in image editing

ILLUSTRATOR

design book cover, business cards, brochure and various printing products, logo design, band artworks

INDESIGN

publishing and paginating books

GO LIVE

web design

FLASH

intermediate on both graphic interface and action script

DREAMWEAVER

web design with HTML

MAYA

Low polygon and High polygon modeling, *Mental Ray* rendering, UV texturing, Normal Mapping

Z-BRUSH 3

high polygon detail, Normal Mapping

MUDBOX 1.0

high polygon detail, Normal Mapping

MSSQL

managing online MMORPG *Ragnarok Online* database

SolidWorks

design and construct machanical models

3-D STUDIO MAX 8

Polygon Modeling

MICROSOFT OFFICE

advanced knowledge in *Word, Excel, PowerPoint*

ALSO HAVE INTERMEDIATE KNOWLEDGE IN FOLLOWING SOFTWARES AND LANGUAGES.

AFTER EFFECT, WIN2000/XP/VISTA, LINUX, Mac OSX, JAVA

ARTISTIC

Traditional drawing skill, Oil Painting, Concept Art, Photography

LANGUAGES

Proficient in **English** and **Mandarin Chinese**. Fluent in reading and writing for both languages.

EXPERIENCE

SENIOR GRAPHICS DESIGNER & PRE-PRESS MANAGER

07/06~PRESENT

Evergreen Printing and Graphics

Design and layout book, brochure, business card and various printing products.

Prepare plates through paper, plastic and film for press-man to print. Answering phone calls and handles projects given by clients independently.

LEAD SET DRESSER/MODELER/PAINT AND TEXTURE ARTIST

06/06~PRESENT

Group Hug PBS film project (Everything Obsolete)

Create low and high polygon models for main characters of the film through Maya.

GRAPHICS TEAM LEADER

03/06~09/06

Vermund MMORPG Project

Create 3D models and export to XML files for program team to import into game engine.

Distribute work among other modelers and concept artists.

3D MODELING TEAM LEADER

03/06 ~ 07/06

Red Online MMORPG Project

Modeler team leader. Responsible for all character, monster, item modeling in Maya.

Distribute work among different teammates.

Overlook working process and give proper tutorial and training.

Design concept arts for characters and weapons.

ART TEAM LEADER

06/00~06/02

Career Explorer Community Service Project

Led Art Team in project planning and quality control.

Created and edited community service project interview videos.

Joint designer of the Community Service web site frame.

Modeled 3D logo and icon for community service project.

ACTIVITIES & INTERESTS

Self-designed and motivated 3D images and animation projects.

Web Design

Traditional figure drawing & painting.

Traditional photography & digital photography

Played violin for 21 years.

Compose music

CONTACT

4672 Crawford St. Apt. 17

INFORMATION

Fremont, CA 94539

Phone (650)793-6387

E-mail richard823@gmail.com

www.richardyaoart.com