

ERISA (JIEMAN) LIU 3D GENERALIST

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts, Game Art, May 2019

Mannes - The New School, New York, NY
Pre-College Program, Piano Performance, May 2014

GAME DEVELOPMENT AND DESIGN EXPERIENCE

Environment Artist, Ringling College of Art and Design, Sarasota, FL, August 2016 - Present

Collaborated with classmates in designing, prototyping, populating, and lighting environments in Unreal Engine 4:

- Created different surfaces using physically-based rendered materials with UE4's node-based editor
- Utilized Substance Painter, Designer, ZBrush, and Quixel Suite in achieving hand-painted textures for stylized scenes
- Designed, modelled, baked, UV mapped, and textured 3D assets under strict deadlines

Lighting Artist/Level Designer, Ringling Game Design Club, Sarasota, FL, March 2017- Present

Collaborated in a team of four to six including modellers, technical artists, programmers, and animators to create a playable game within 48 hours:

- Dictated needed assets and mechanics to enhance player experience
- Used 3D assets and mechanics created by team members to build seven unique levels
- Optimized assets for baked lighting; created a range of lighting scenarios that guide players and create varied environments

Environment Artist/Level Designer, Ringling College of Art and Design, Sarasota, FL, January 2018 - Present

Working in a team of three to concept, design, and prototype two games:

- Created storyboards, design documents, and concept art successfully pitched to faculty
- Developed reference sheets for modular kits in the environment, characters, and props
- Focused on creating projects with manageable scope within given deadline and dividable work amongst team members

OTHER EXPERIENCE

Project Manager, Ringling College of Art and Design, Sarasota, FL, March 2017- Present

Worked within a team of four to collaborate with Career Services of Ringling College to draft and execute a Project Management Plan:

- Drafted formal documents to facilitate progress of project
- Solved logistical and technical problems to ensure compromises satisfy both the clients and stakeholder
- Created deliverables for clients in the form of HTML email templates along with documentation; implemented solutions still in use by student body, faculty, and alumni

Web Content Creator, Self Employed, Various States & Provinces, February 2015 - Present

Upkept a weekly webcomic, produced art, and maintained a consistent audience of over 2,000 through social media platforms:

- Illustrated for over 30 clients; communicated with clients' on expectations, needs, and deadlines
- Generated a profit of over \$2,000 through commissions in two years

SKILLS / PERSONAL

Proficient Maya, Unreal Engine 4, ZBrush, Adobe Photoshop, Clip Studio Paint, Paint Tool SAI, Microsoft Office suite

Working Knowledge Substance Designer, Substance Painter, P4V, UE4 Blueprint scripting

Basic Knowledge 3D Coat, Keyshot, SpeedTree, Quixel Suite, Adobe Premiere, Adobe InDesign

Personal Native speaking and listening fluency in Mandarin, Chinese. Certified piano teacher by the Royal Academy of Music; 15 years of professional piano studies, including composition, history, and theory; over 50 awards received in piano competitions; silver medalist in the Canadian National Competition at age 10. Four years of ballet, three years of latin dance.