Yanwen Bu

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Portfolio Website: https://users.dma.ucla.edu/~yanwenbuuuuu/Portfolio/Portfolio.html

EDUCATION

University of California, Los Angeles   Sep 2020 - Jun 2024
B.A. Design | Media Art
- GPA: 3.95 / 4.00
- Dean's Honor List for consecutive 10 quarters

SKILLS

Professsional Skills:

Unity	Adobe Softwares
Processing	Procreate
Blender	Film Photography
Video & Sound Editing	Cinema 4D

Extracurricular Activities: Video Games, Skateboarding, Snowboarding
Languages: English (Proficient), Japanese (Beginner), Chinese (Native)

PROFESSIONAL EXPERIENCE

Xinhuanet   Aug 2023 - Sep 2023
Visual Design Operation Department   Beijing
- Completed the main visual design for the "Chinese Web Affairs - Top Ten Heartwarming Figures" webpage, successfully integrating elements of Chinese history and culture to create a visually striking and in-depth visual presentation.
- Archived the completed main visual design for future webpage use, with strong approval and satisfaction from my internship supervisor.
- Collaborated with other departments as a designer to ensure overall consistency, exploring various possibilities for news reporting, such as AR, gesture recognition, AI image processing, and other new media experiments.

PROJECT EXPERIENCE

Retrospectra   Dec 2023 - Jan 2024
Designer   Los Angeles
- "Retrospectra," a collaborative digital media piece, was accepted into "Save As...," UCLA's Undergraduate Exhibition, [2024].
- Conceived and executed a collaborative project utilizing AI tools and Unity. Invited participants to embark on an immersive virtual journey, reshaping and reconstructing individual and collective memories.

3D Project - Drifting   May 2023 - Jun 2023
Producer / 3D Designer   Los Angeles
- Conceptualized and created "Drifting," an art project exploring personal psychological trauma and reconstruction, combining abstract and concrete elements to convey detachment and loss of control.
- Proficient in using Cinema 4D and Redshift for 3D rendered video production, including detailed costume and skin materials designed in Substance Painter.
- Earned high praise from professors for skillfully fusing artistic expression with technical expertise.

Interactive Animation - The Fish Man   Feb 2023 - Apr 2023
Developer & 3D Designer   Los Angeles
- Designed a fish man character, from concept to final 3D model using ZBrush, rigged and animated in Blender, and integrated interactive animation into Unity, showcasing expertise in 3D modeling, rigging, animation, and game development.
- Explored the theme of nature's interconnectedness with our daily lives, drawing inspiration from the constant swimming behavior of tuna fish. Encouraged viewers to embrace a slower pace of life and engage with their surroundings.

Game Project - Chinese Textbook   Dec 2022 - Feb 2023
Game Developer   Los Angeles, CA
- Created a personalized 2D interactive Unity game inspired by Chinese textbooks, based on my own childhood experiences as a easily distracted student.
- Immersed players in the world of Chinese elementary school, offering insights into the education system's impact on the creator's childhood in an engaging, interactive format.
- Designed all game elements, including graphics, using Procreate and Adobe tools to reflect a distinctive personal style.

Film Project - The Mountain of Troll   Aug 2023 - Sep 2023
Art Director   Beijing
- Art Director for "The Mountain of Troll," overseeing scene aesthetics, costumes, makeup, and props to define the production's visual style.
- Personally crafted interior scenes from scratch, including attention to details like furniture placement, ensuring a high standard of visual quality in the film.
- Collaborated with various departments within the production team, actively communicating and problem-solving during filming to enhance efficiency and ensure a smooth production process.