YUYANG SHI

Salt Lake City, UT | 385-401-9120 | shiyuyang416@outlook.com
artstation.com/sherinasyy2

EDUCATION

University of Utah / Bachelor of Science in Games — May 2026

GPA: 3.701 | Dean's List: Summer 2023; Spring, Summer, Fall 2024; Spring 2025

Phi Beta Delta International Honor Society, Theta Rho Chapter | Inducted Member

TEACHING AND LEADERSHIP

University of Utah / Teaching Assistant — Fall 2026

- Support GAMES 3650 Motion Capture and GAMES 1050 Digital Content Creation with labs, grading, feedback, and student assistance using MotionBuilder and Vicon Shogun.

Infold Games / Campus Ambassador — Jun 2026 - Present

- Built and managed a WeChat community of 120+ students exploring careers in games; shared recruiting opportunities and reviewed resumes and portfolios.
- Answered application questions and followed up on students' recruiting progress.

University of Utah / Esports Observer and Caster — 2025 - Present

- Supported esports broadcasts as a game observer and caster with the Utah Esport Production Team.

Utah Swoop Esports Team / Apex Legends Player — 2025 - Present

- Represented the university in competitive matches requiring teamwork and decisions under pressure; attended the 2024 ALGS Los Angeles Playoffs as a team guest with NTC.

GAME DEVELOPMENT AND EXPERIENCE

Silence Forest / Art Director and Game Operator — Jan 2025 - Present

- Direct art style, provide visual feedback, and manage game operations and video editing.

beyönd / Game Art Intern — Oct 2024 - Jan 2025

- Aligned visual assets with design and programming teams; supported project planning and milestone tracking.

University of Utah / Selected Game Projects — 2024 - 2026

- Husky Run (MEAE, Aug 2026 - Sep 2026): Helped reorganize GitHub branches to resolve file-location confusion; used Trello and Discord for regular team updates and progress reporting.
- **Clanker Cleanup** (FPS, Aug 2025 - Apr 2026): Created 2D UI, concept art, and 3D assets; integrated visuals with the team in Unreal Engine.
- GameMaker Music Puzzle (2025): Served as producer; designed the script, levels, main character, and UI, and handled core programming and project direction.
- Unity 3D RPG (2024 - 2025): Led art direction, refined workflows, built levels, and incorporated user testing results.

SKILLS AND TRAINING

Creative and technical: Maya, ZBrush, Substance Painter, Houdini, Photoshop, Illustrator, Procreate; MotionBuilder, Vicon Shogun; Unreal Engine 5, Unity, GameMaker; Python.

Collaboration and analysis: GitHub, Trello, Discord; project management, UX and market research; Excel, SPSS.

Languages: English (fluent), Chinese (native), Japanese (intermediate).

Certificate: Algorithm for Game Design, CIS Institute (2022).