UPSTAFF

LI
Senior AR/VR Developer

SUMMARY

- Experienced 3d designer focusing on creating stunning 3d scenes and hard surface props. I have also developed a strong passion for VR development using Unreal Engine. - Upper-Intermediate English. - Available ASAP

TECHNICAL SKILLS

Main Technical Skills	Blender 3D
UI/UX/Wireframing	Adobe Photoshop, Affinity, Touchdesigner
Other Technical Skills	DaVinci resolve, Marmoset, Premiere, Substance painter, Unreal Engine

EXPERIENCE

MY TOKEN SPACE - Senior

2021 -2022 present
Responsibilities:

- Develop new interactive features in the product
- Optimize the scene of VR mode in ue

MY TOKEN SPACE

2021 -2021
Responsibilities:

- Post-editing company's promotional video
- Make and design 3D models required by companies
- Complete the construction of the scene in UE
- Develop VR in UE and make user interface of VR

Rhino Culture Film and Television Company, POST-PRODUCTION

2017 - 2017
Responsibilities:

- Post-processing of captured footage
- Assist in the production of variety shows

EDUCATION

Accademia di belle arti di brera, Nuove Tecnologie dell'Arte Indirizzo Arti Multimediali delle Reti Net-Art
2019 - 2021

La Società Dante Alighieri, Italian language courses
2018 - 2019

Shanghai International Studies University, Digital Media Arts
2013 - 2017