Jiachen Ren

Salt Lake City, Utah   Lucasren78@gmail.com   ArtStation

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EDUCATION

University of Utah, College of Engineering   Salt Lake City, UT
  Division of Game (EAE) Major, Animation Minor   June 2020 - May 2024
    GPA: 3.781/4
    Dean's List for 2020 – 2023

RELATED COURSES

- Hard Surface Modeling
- Digital Fig. Sculpting
- Interactive Machinima
- Texturing for 3D
- Trad Game Development
- Alt Game Development
- Illustration Techniques
- Sound for Film

WORK EXPERIENCE

ByteDance Ltd.   Xi'an, China

Video Editor   June 2023 – August 2023

- Edited interesting short TV show videos.
- Posted videos for the official accounts of TikTok and XiGua Video.
- The highest video playback reaches approximately 50k views.

PROJECTS

AUGMENT!   January 2023 — May 2023

- AUGMENT! is A Top-Down Shooter Bullet Hell taking place in the trash facility of a dystopian world.
- Responsible for 3D modeling and some texturing.

https://kaeyde.itch.io/augment

The Pied Piper   January 2023 — May 2023

- The Pied Piper is a 2D platformer game in which the piper needs to find people on the map and decide which ways to go to reach the endpoint.
- Lead 2D Artist, responsible for most of the 2D-pixel paintings.

Barnacles, Beers, and Brawl   August 2023 — Present

- Barnacles, Beers, and Brawls (BB&B for short) is a fast-paced bar management game.
- Responsible for 3D characters and objects, as well as textures.

https://magusconjurer.itch.io/barnacles-beers-and-brawls

TECHNICAL SKILLS

- Maya
- Zbrush
- Substance 3D Painter
- Houdini
- Photoshop
- Illustrator
- ProCreate
- Premiere Pro
- Audition
- Fl Studio