

# Yanjun Chen

Redwood City, CA

386-546-6678

yanchen3d@gmail.com

[yanchenta.com](http://yanchenta.com)

Technical Artist | 3D Generalist | Unreal Engine Authorized Instructor

## PROFILE

Experienced Technical Artist specializing in virtual production, real-time 3D, and game development. Certified Unreal Authorized Instructor through Unreal Authorized Partners, with deep expertise in Unreal Engine workflows, procedural content creation, motion capture, and real-time visual effects. Proficient in Unreal Engine, Houdini, Maya, Substance 3D, and other industry-standard tools to create high-quality 3D assets, animation, and visual effects.

## CERTIFICATIONS

Unreal Authorized Instructor  
– Unreal Authorized Partners  
(2025)

## EDUCATION

**M.S. Interactive Entertainment**  
FIEA, University of Central Florida  
(2016-2017)  
Technical Artist Track

**B.F.A. Emerging Media**  
SVAD, University of Central Florida  
2013-2016  
Character Animation Track

## SKILLS

- 3D Modeling
- Procedural Modeling
- Character Rigging
- Character Animation
- Motion Capture
- PBR Texturing
- UE Material/Shader
- UE Blueprint Scripting
- UE lighting
- UE Metahuman
- UE real-time render
- Visual Effect

## SOFTWARES

- Unreal Engine
- Houdini
- Maya
- Substance 3D Painter
- Adobe Photoshop
- Adobe Premiere
- Character Creator
- Reality Capture
- Davinci Resolve
- Perforce
- Git

## LANGUAGES:

- English, Mandarin Chinese

## WORK EXPERIENCE

### Buttercup Melody Studio – Founder / Technical Artist

Oct. 2025 – Present | Redwood City, CA

- Founded and lead a creative studio dedicated to producing AI-powered children’s digital media, combining storytelling, animation, and educational design.
- Utilized AI-powered tools including GPT, Gemini, Veo 3, Sora, Suno, Midjourney, and ElevenLabs to efficiently create high-quality music, animation, and voice performances.
- Produced engaging and educational visual content tailored for preschool audiences, achieving a polished, studio-quality finish within a one-person production framework.
- Operate and manage multiple YouTube channels, websites.
- Develop brand strategy, marketing, and content schedules to grow audience engagement across platforms.

### All Of It Now - Technical Artist/3D Generalist

Jun. 2021 – Nov. 2024 | Los Angeles

- Worked on virtual production, XR, and live event projects for clients including Disney, Meta, and Intel.
- Created real-time Niagara FX, Houdini simulations, and Unreal Engine materials to enhance visual storytelling.
- Built and optimized interactive environments and real-time lighting setups in Unreal Engine 5.
- Developed Blueprint-based tools and animation systems to improve workflow efficiency.
- Integrated motion capture and AI-driven character interaction systems (Convai, LiveLink).
- Collaborated with art directors and engineers to align creative and technical goals across production pipelines.
- Provided technical troubleshooting and pipeline support for mocap, VFX, and AR content.

### Vmulate - Founder/ Technical Artist/3D Generalist

Jan. 2020 – May. 2021 | Norwalk, CT

- Developed real-time visualization workflows for VR/AR content.
- Created Unity URP projects and realistic 3D lab environments.
- Automated CAD-to-VR optimization using PiXYZ and Python scripting.