YUTIAN LEI
VFX&Environment tecnical artist

yutianta.com

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Experience

TECHNICAL ARTIST / VFX ARTIST INTERN — 12.2024 - 05.2025, Shanghai, China

Kean Game Technology (Shanghai) Co., Ltd.

Contributed to real-time environment and visual effects production, focusing on environment art, functional shader development, material authoring, Niagara-based VFX, and PCG-driven procedural content generation to support visual quality and performance.

Environment art, Shader development, Material authoring, Niagara VFX, Procedural Content Generation (PCG), Realtime optimization, Unreal Engine

TECHNICAL ARTIST / VFX ARTIST, Realtime — 10.2025 - 12.2025, Utah, United States

[Teater Time](#) | Team Project

Providing technical art and VFX support for real-time scenes, focusing on particle effects, post-processing, and lighting to enhance atmosphere and gameplay guidance.

Particle systems, Volumetric effects, Post-processing, Shader effects, Stylized rendering, Scene lighting, Blueprint-based VFX, Level workflow, Unreal Engine

TECHNICAL ARTIST / ENVIRONMENT ARTIST — 09.2025 - 10.2025, Utah, United States

[Victory Gallery](#) | Team Project

Material creation and look development for a stylized environment, including procedural textures, shader effects, and volumetric materials.

Procedural textures, PBR materials, Shader effects, Volumetric effects, Look development, Unreal Engine

TECHNICAL ARTIST / VFX ARTIST, Realtime — 04.2024 - 08.2024

[Pinimal](#) | Team Project

Provided technical art support for a stylized real-time environment, focusing on procedural materials, landscape shaders, PCG-based environment generation, and custom shader development to achieve a cohesive cartoon-style visual presentation.

Procedural materials, Landscape shaders, Runtime Virtual Texture (RVT), PCG graph, Stylized toon shader, Post-processing, Interactive materials, Unreal Engine

TECHNICAL ARTIST / ENVIRONMENT ARTIST — 06.2024 - 09.2024

[Mountain, Lake City and Sunset](#) | Personal Project

Developed a procedural open-world environment pipeline using Houdini and Unreal Engine, focusing on terrain generation, auto landscape materials, and PCG-based scene assembly to support scalable environment production.

Procedural terrain generation, Houdini HeightField workflow, Auto landscape materials, PCG graph, Environment pipeline, Unreal Engine

Skills

Realtime VFX
- Niagara particle systems
- Niagara custom modules
- Combat VFX (explosions, trails)
- Volumetric effects
- VFX performance optimization
- Materials & Shaders
- Procedural texturing

Environment & Lighting
- Environment production
- Post-processing effects
- Stylized rendering
- Scene lighting
- Look development
- PCG graph (Unreal Engine)
- Landscape materials

Preferred Software
- Unreal Engine 5
- Adobe Substance 3D
- Adobe Photoshop
- Autodesk Maya
- Blender
- SideFX Houdini

Education

TECHNICAL ART, University of Utah, USA — 2025 - 2027

Master of Entertainment Arts & Engineering (MEAE)

Courses include: Technical Art, Texture, Rapid Prototyping, Interactive Computer Graphics, Game Studio, Game Design

Wenzhou-Kean University, China — 2020 - 2024

Bachelor of Arts, Degree awarded by Kean University (USA)