

Difei Gao

8572065151 | difeigao.com | dg3294@nyu.edu

EDUCATION

New York University *Master of Science, Integrated Design and Media*

Sep 2023 - May 2025

GPA: 3.87/4.0 | Courses: Virtual Production, Camera Capture, Creative Coding

Boston University *Bachelor of Science, Advertising; Visual Arts (minor)*

Sep 2021 - May 2023

GPA: 3.89/4.0 | **Honors:** Class of 2023 Dean's List, BU Advertising Club's Best Group of 2022

PROFESSIONAL SUMMARY

Real-time 3D Artist & Interactive Designer specializing in Unreal Engine. Experienced across environment creation, gameplay Blueprint scripting, virtual production, and motion-capture integration. Skilled with Blender/Maya sculpting, Substance texturing, Megascans workflows, and Sequencer cinematics, and comfortable collaborating with design, tech-art, and production teams to deliver optimized photoreal scenes and interactive experiences for games, exhibitions, and mixed-reality shoots.

RELEVANT PROJECTS

Deeth — Solo Narrative Game · UE5 / Blueprint / Installation

Nov 2024 - May 2025

- Conceived and built a first-person surreal adventure in Unreal Engine 5, exploring body-image symbolism through a **toothless protagonist**.
- Authored multi-chapter levels: sculpted organic caverns in **Blender**, assembled in UE5 with optimized static meshes, Lumen lighting and Sequencer cut-scenes.
- Implemented gameplay logic in **Blueprint** (inventory, dialogue triggers, dynamic subtitles) and integrated facial/body **motion-capture** for dream sequences.
- Demoed the project to **100 + attendees** at [NYU IDM's graduate exhibition](#); incorporated player-feedback loops to refine pacing and navigation.

The Unity of Dual Essences — Mixed-Reality Virtual Production · UE5 / Live Link

Nov 2024 - May 2025

- Led environment build and real-time rendering for a studio shoot that blended LED-wall backgrounds with practical foreground sets.
- Synced **Blackmagic URSA** camera tracking to UE5 via Live Link; drove lighting cues through **Unreal Listener + OSC**, ensuring frame-accurate color match.
- Delivered a 4K, 50+ FPS on-set preview pipeline and documented best-practice guidelines adopted by the production team for future shoots.

The Mysterious Beast of Natura — Real-Time Amusement-Ride Prototype

Nov 2024 - May 2025

- One of three creators of an interactive amusement park ride pairing a motion platform with a UE5 world.
- Authored Niagara VFX, and vehicle cues sent via **OSC** to the ride machine for synchronous haptics.
- Showcased at Brooklyn Navy Yard to **200 industry professionals**, earning praise for immersion and technical polish.

EXPERIENCE

Product Manager · Neighbor Plus Beijing Technology Co., Ltd.

Mar 2022 - Jun 2023

- Coordinated engineers, UI designers and marketers through bi-weekly sprints for a consumer app.
- Built the company's brand VI system and digital campaign assets; social following +200.

Design Assistant & Teaching Assistant · The Affiliated High School of Peking University

Jan - Aug 2023

- Taught **70** students Adobe Photoshop, InDesign & Illustrator fundamentals.
- Directed a 3-student team to create anniversary merchandise; **1,600 units** sold on launch day.

CORE SKILLS

Unreal Engine 5 (Lumen / Sequencer / Blueprint / Live Link) · Blender · Maya · Substance Painter / Designer · Megascans & Photogrammetry · Houdini (basic) · Motion Capture · Subversion (SVN) · Git & Git LFS (basic) · Perforce (basic) · p5.js · Adobe Photoshop / Illustrator / Indesign / After Effects · Figma · Video Editing