

Yuemeng Dai

yuemengd.com | daiyuemeng@gmail.com

EDUCATION

Rhode Island School of Design	RI, USA
Master of Landscape Architecture	2021-2024
Nanjing Forestry University	Nanjing, China
Bachelor of Landscape Architecture	2017-2021

AWARDS

Outstanding Thesis Award, RISD	2024
Winner, Game Jam NYC	2023
Golden Prize, DIEA-KING Competition	2020
Outstanding Student Leader, NFU	2020

SKILLS

- UE and Unity world building
- Set dressing
- Hard surface modeling
- PBR texture pipeline
- Engine-ready high/low poly assets
- Engine-ready materials
- Procedural world generation
- Visual storytelling
- Verbal and written communication

SOFTWARE

Blender/Maya
ZBrush
Substance Painter
Unreal Engine
Unity
SpeedTree
Gaea
Rhino 7
Adobe Photoshop / Illustrator / InDesign / After Effects / Premiere

EXPERIENCE

Lemon Brooke LLC Concord, MA, USA
Landscape Designer | Late Spring 2025 – Present

- Built existing condition models and update them throughout the design process.
- Developed material details based on design and translated them into visual representations.
- Created presentation PDFs and revised content based on team feedback.

Honor Games Boston, MA, USA
Art Director | Spring 2025-Present

- Define the visual direction and guide concept for game [CHARGE!](#)
- Manage asset pipeline and production schedule across teams.
- Collaborate with game designers as a level designer to build maps, create whitebox levels in Unreal Engine, and conduct playtests.
- Create PBR-based 3D models and textures, assemble assets with Blueprints to replace whiteboxes and build immersive worlds.
- Design and implement lighting to enhance atmosphere and visual quality.

Environment Artist | Fall 2024 – Spring 2025

- Designed 3D environments and modular assets aligned with gameplay and animation needs.
- Built and tested dynamic level layouts, focusing on spatial experience and environmental storytelling.

Perfect World Co., Ltd. Beijing, CHINA
Environment Artist Intern | Summer 2023

- Collaborated on large-scale game environments, creating environmental assets and visual concepts for game [Perfect World Mobile: Gods War](#)
- Led presentations on site planning strategies. Contributed feedback that improved spatial composition and terrain readability.

Brown-RISD Game Developers (BRGD) Providence, RI, USA
3D Artist | Spring 2023

- Developed game environments and spatial compositions for two award-winning student games.
- Participated in level design, optimizing visual clarity and player navigation.

Nanjing Design Institute Nanjing, Jiangsu, China
Landscape Designer Intern | Summer 2021

- Conducted on-site surveys for the Danfeng Garden project.
- Designed integrated native planting and stormwater management solutions.
- Prepared construction documentation, including grading and drainage plans.
- Created illustrative plans using Photoshop.
- Built 3D models and rendered visuals using SketchUp and V-Ray.

Zhenjiang City Planning Institute Zhenjiang, Jiangsu, China
Landscape Designer Intern | Spring 2021

- Utilized sketching to communicate residential design concepts with clients.
- Conducted site visits and engage with local stakeholders.
- Prepared 3D models and renderings by Lumion for public presentations.
- Produced cost estimates for planting plans and hardscape elements.