

# TIANYU ZHANG

A third-year **computer science** student who also wants to be a **designer**.



# 01

## DESIGN AND CREATION





Annesley Hall Year of 2019 - 2020 Logo

Media: Fine point pens

Size: 11.5 x 11.5 cm

Date: Jan 20, 2020



By Lake Baikal

Media: Digital (Procreate)

Size: 6" x 4"

Date: Jan 1, 2022



Escape

Media: Digital (Procreate)

Size: 6" x 4"

Date: Jan 1, 2022



WARUIAI I

Fine point pens, marker pens

Size: 39 x 27.1 cm

Date: July 26, 2017



WARUIAI II

Wood print

Size: 6" x 4"

Date: June 8, 2018

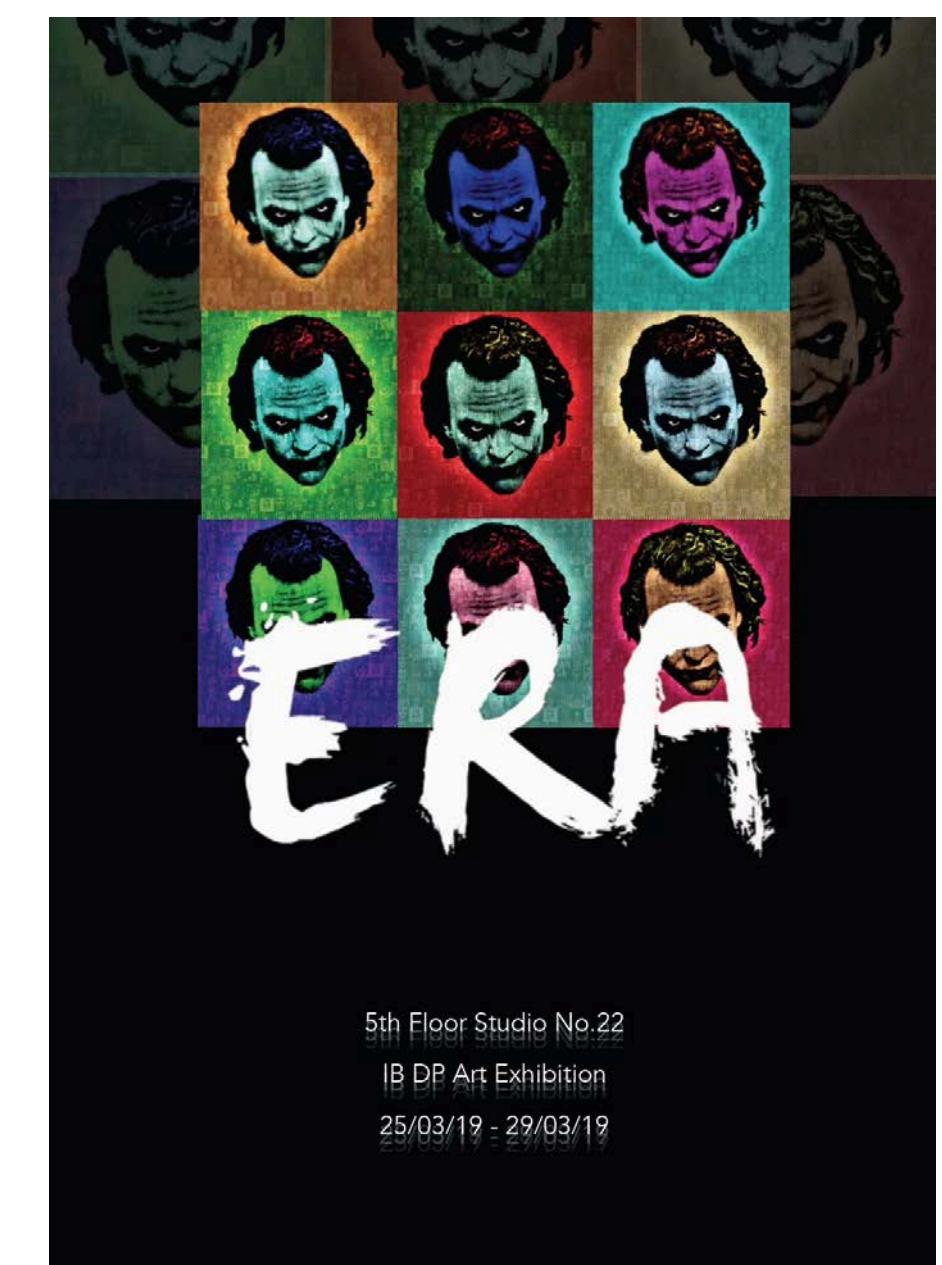
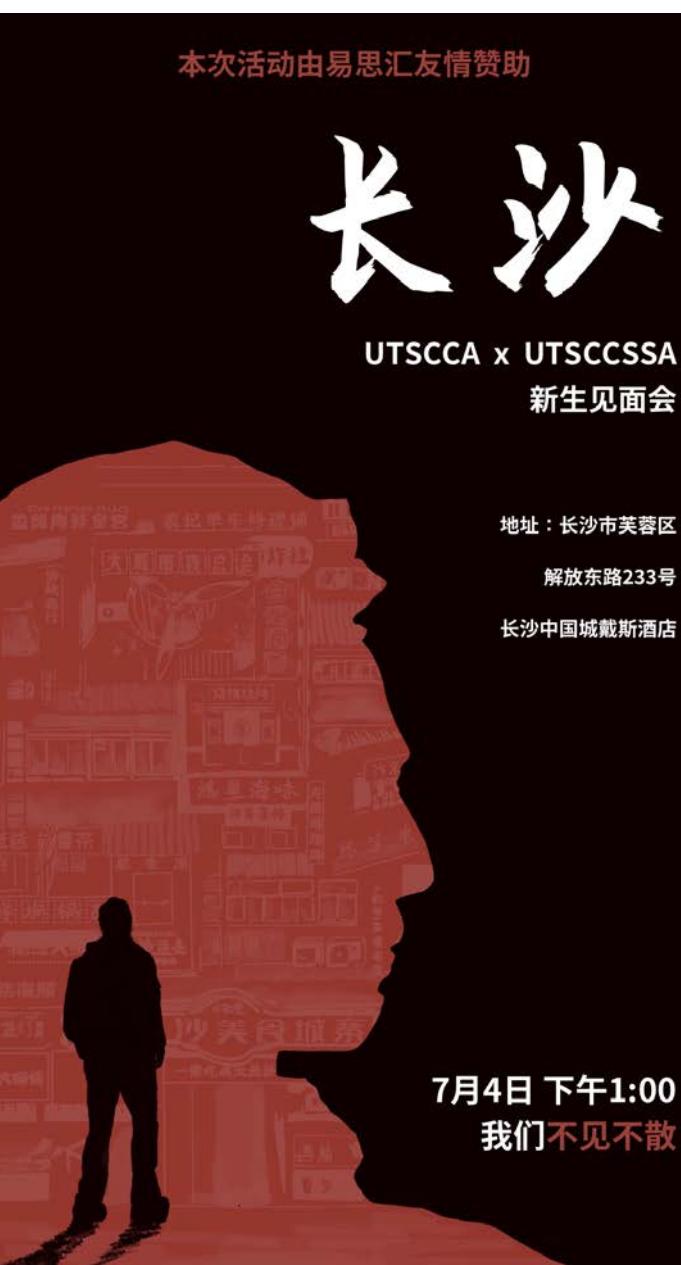
# ILLUSTRATIONS AND WOODPRINTS

Selected original works of illustrations and wood prints in year 2017 - 2022.

# POSTER DESIGN

Posters made for art exhibitions and university club activities in year 2019 - 2021.

Painted and Designed using Procreate and PhotoShop.



02

# PRACTICE





A Scene From Blade Runner 2049

Media: Digital (Procreate)

Size: 4096 x 1714 px

Date: Jan 3, 2022



Practice of Manet's *The Reading*

Media: Oil on Canvas

Size: 40 x 50 cm

Date: Aug 24, 2021

Practice of Rembrandt's *The Philosopher*

Media: Oil on Canvas

Size: 50 x 70 cm

Date: Sept 14, 2021



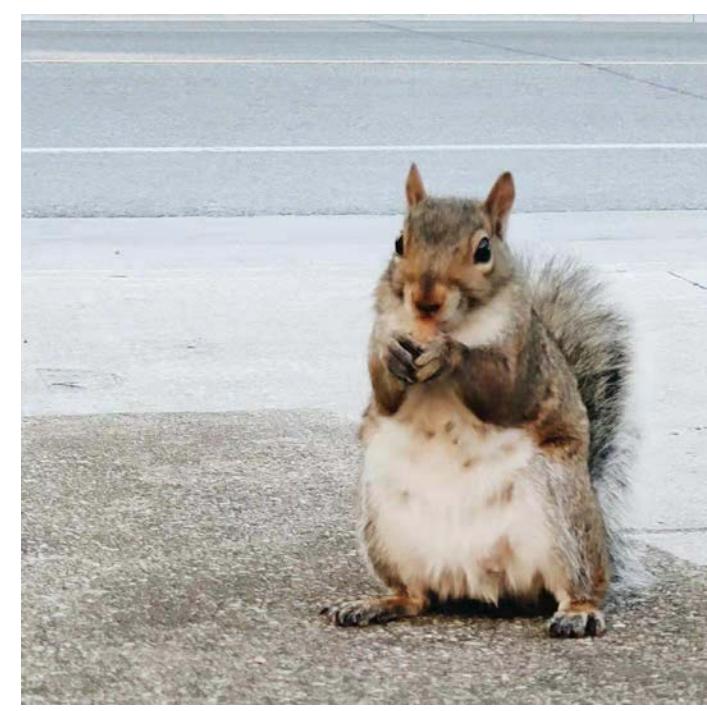
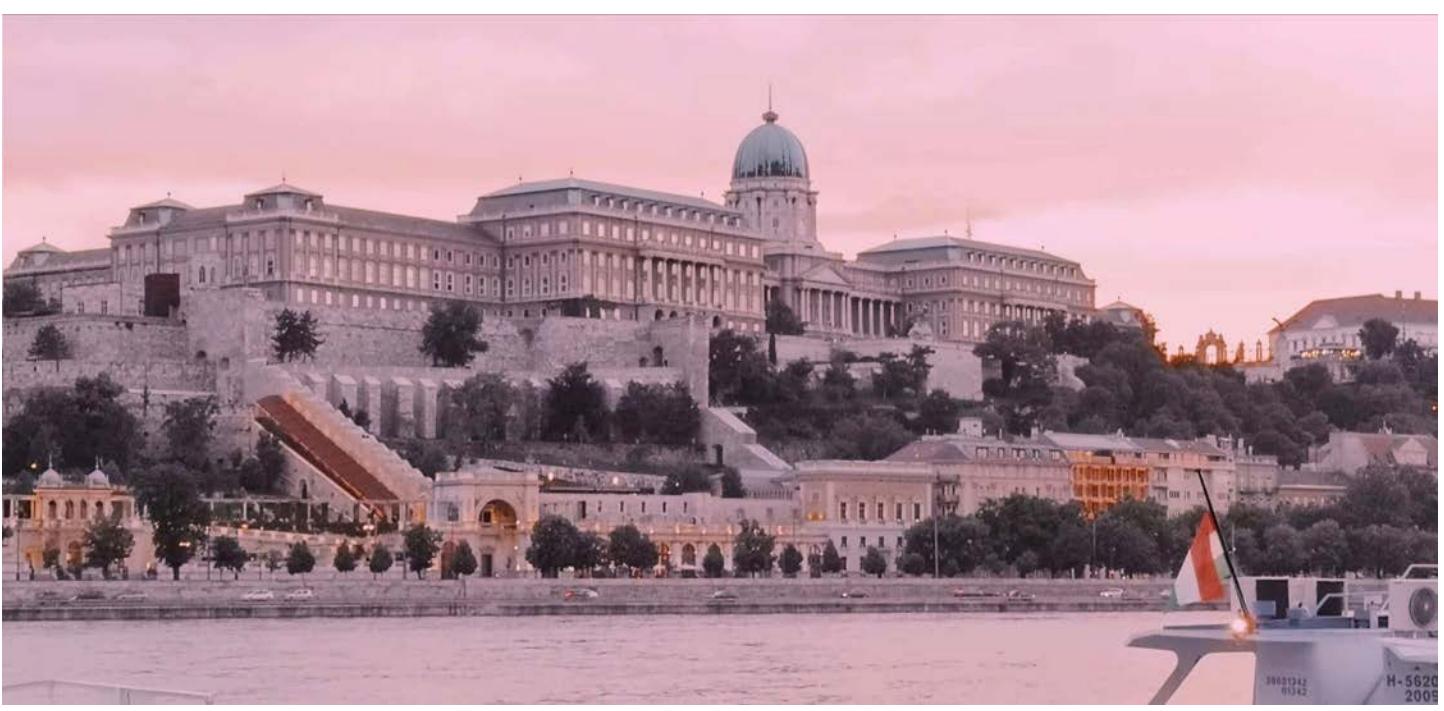
# 03

## PHOTOGRAPHY

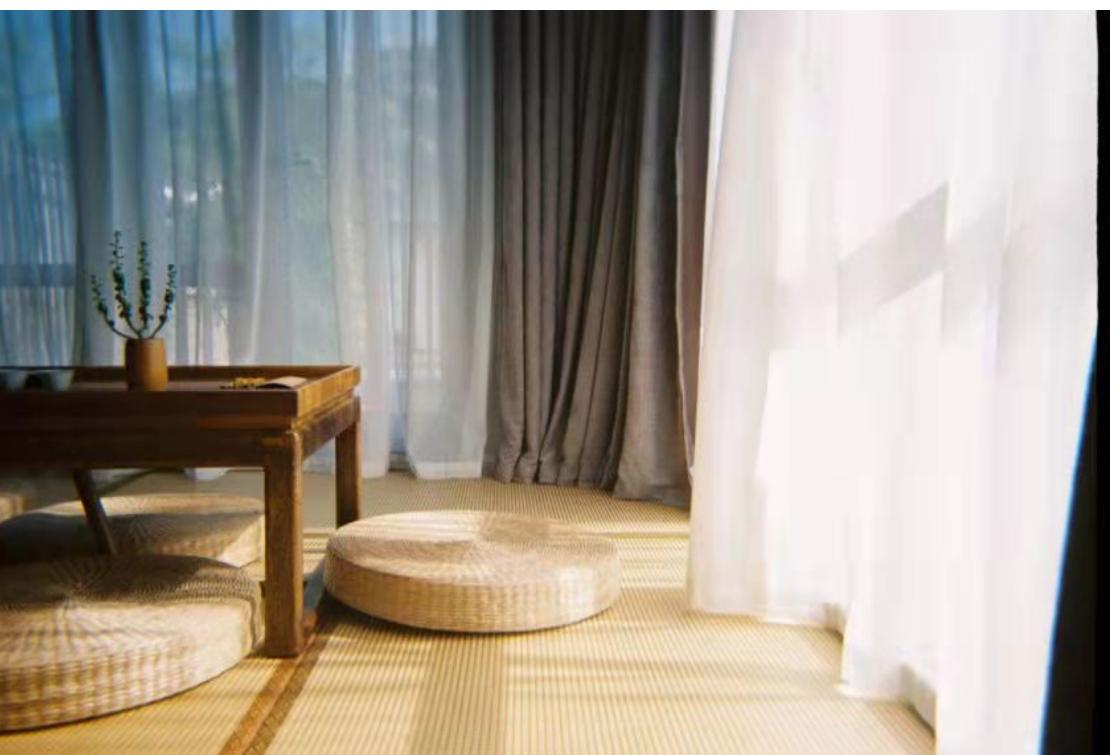
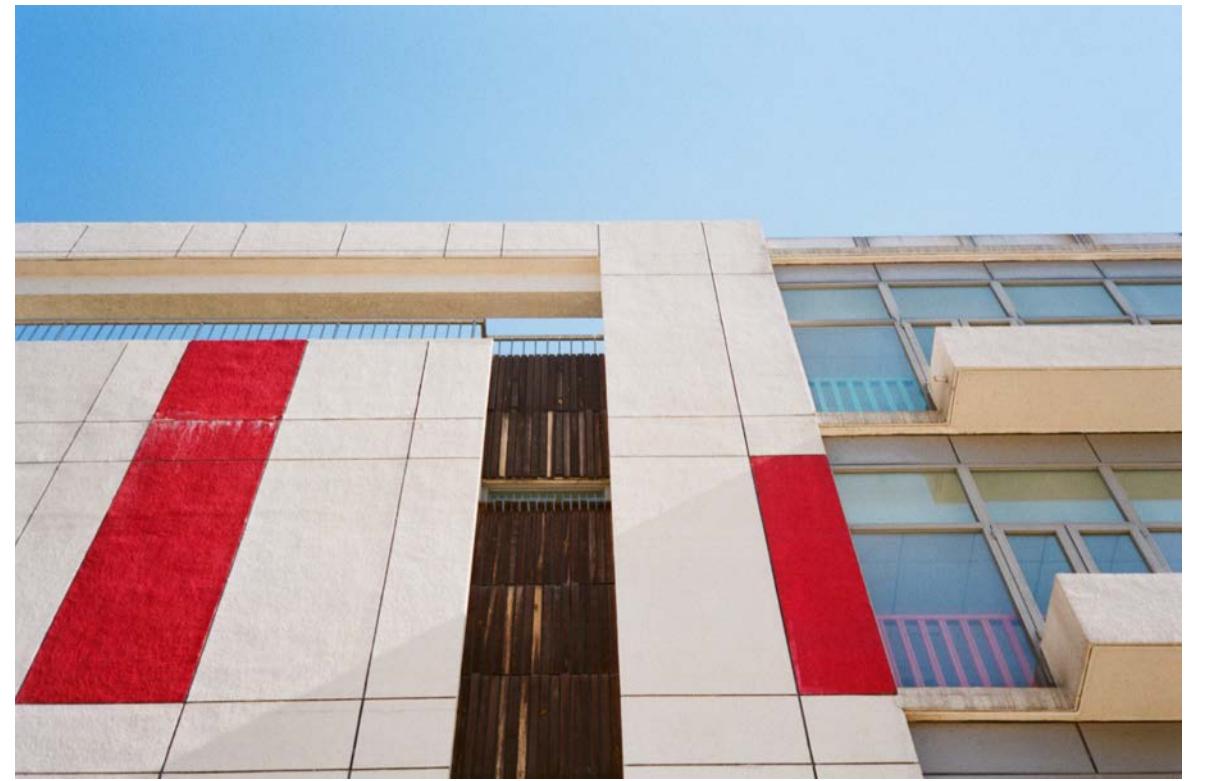
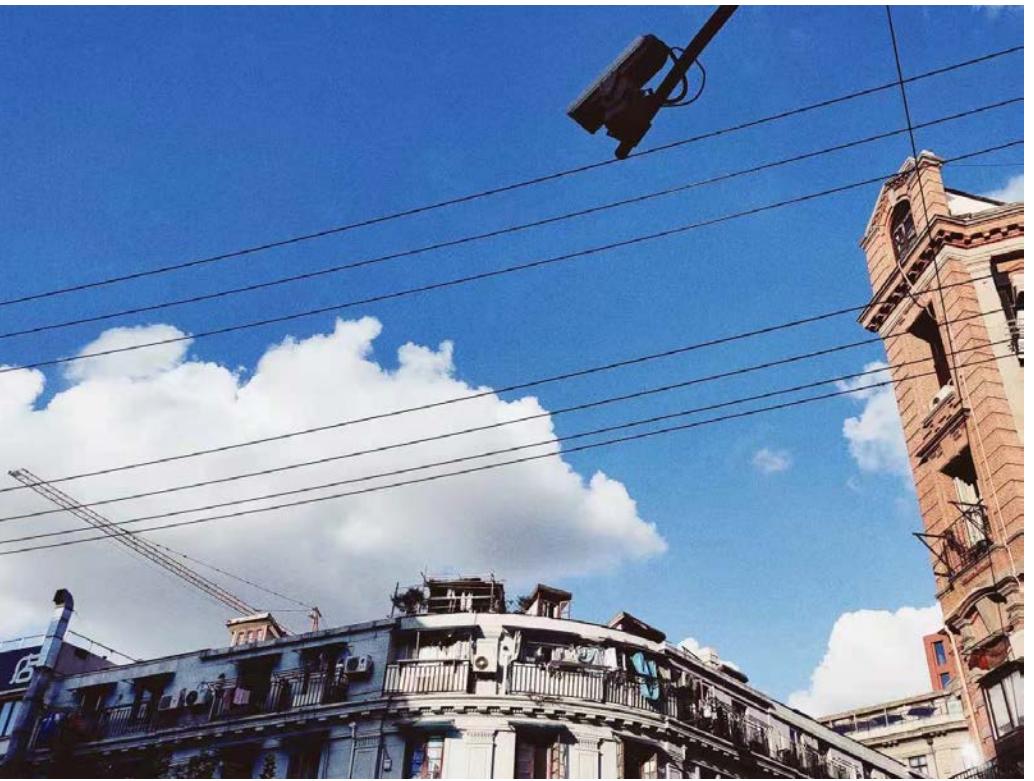


# PHOTOGRAPHY

Selected photos took in year 2019 - 2021, including digital photos took by phones and films. The devices used were OnePlus 7 Pro, OnePlus 9 Pro, and Rollei 35 S.



# PHOTOGRAPHY



04

UIUX / GAMES

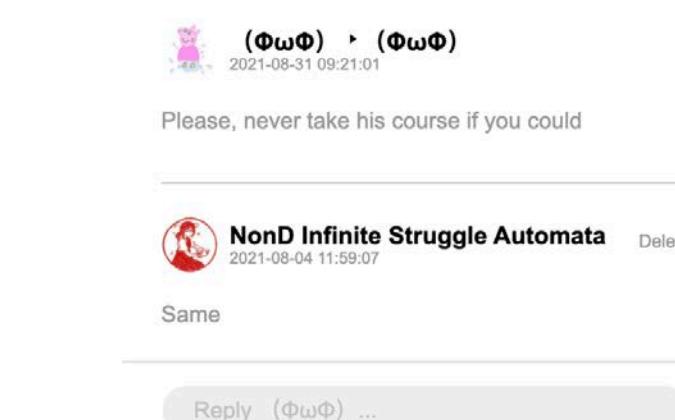
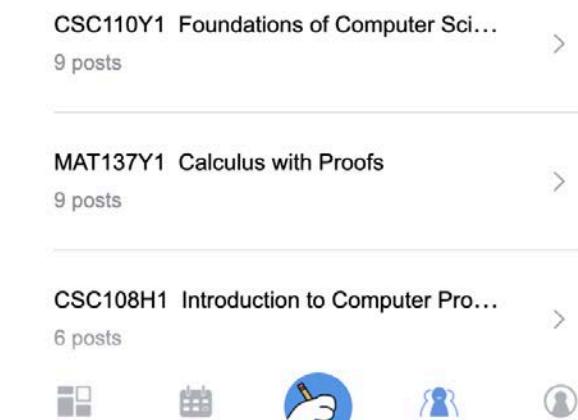
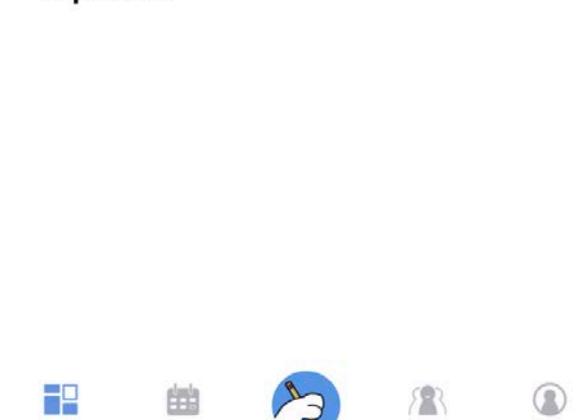
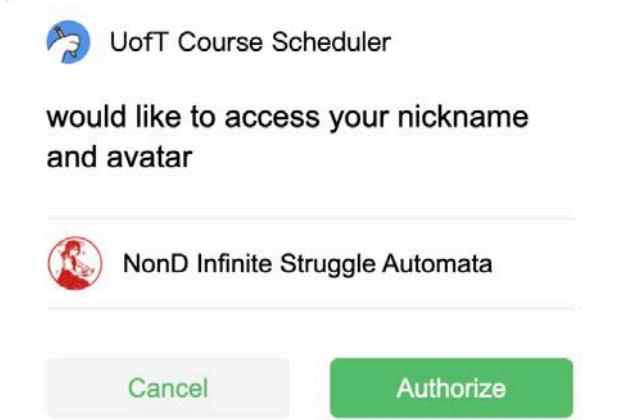
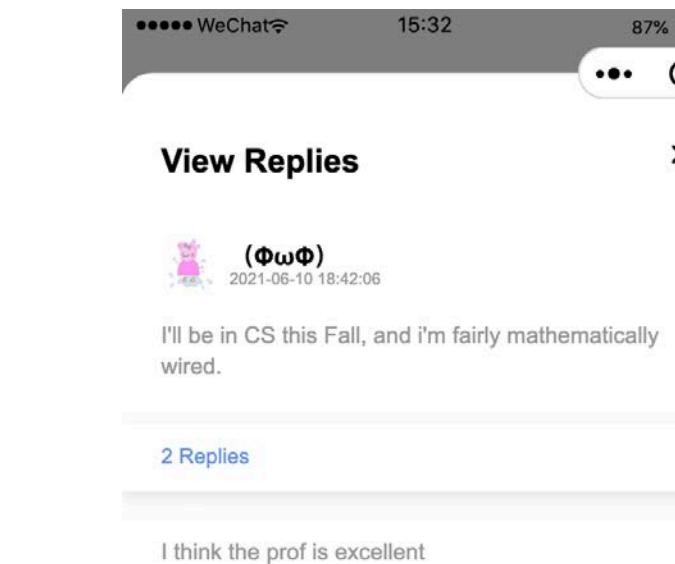
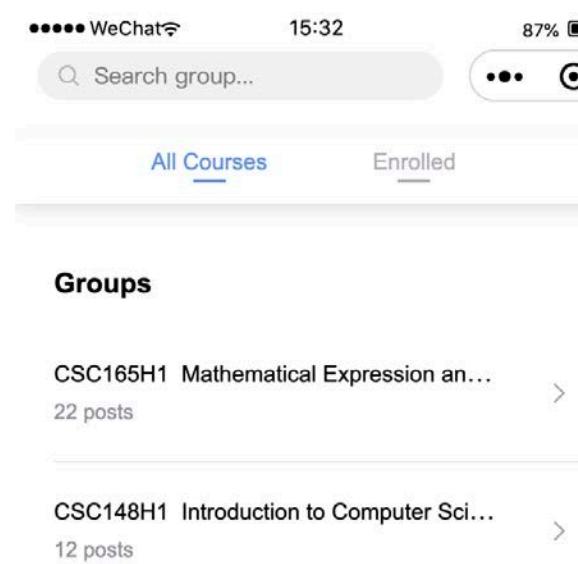
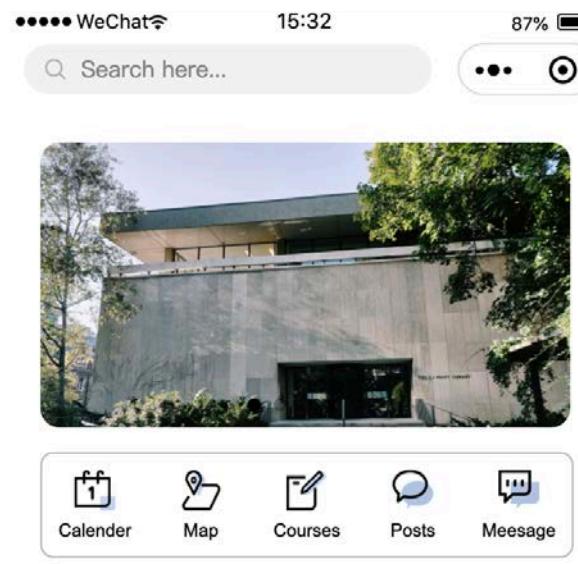
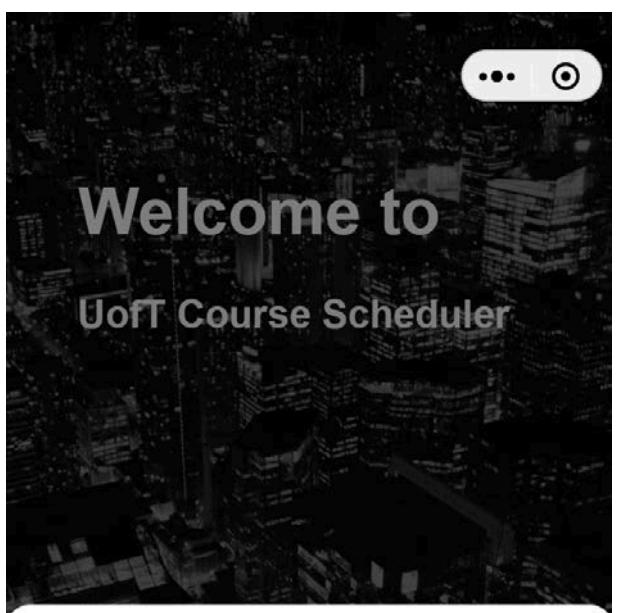
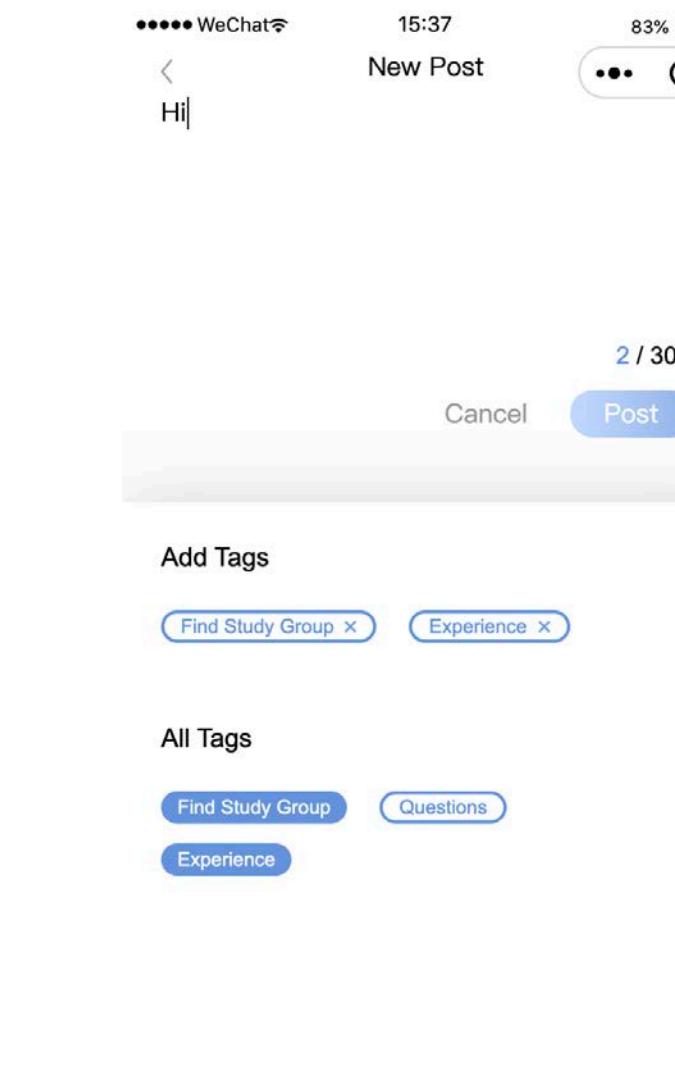
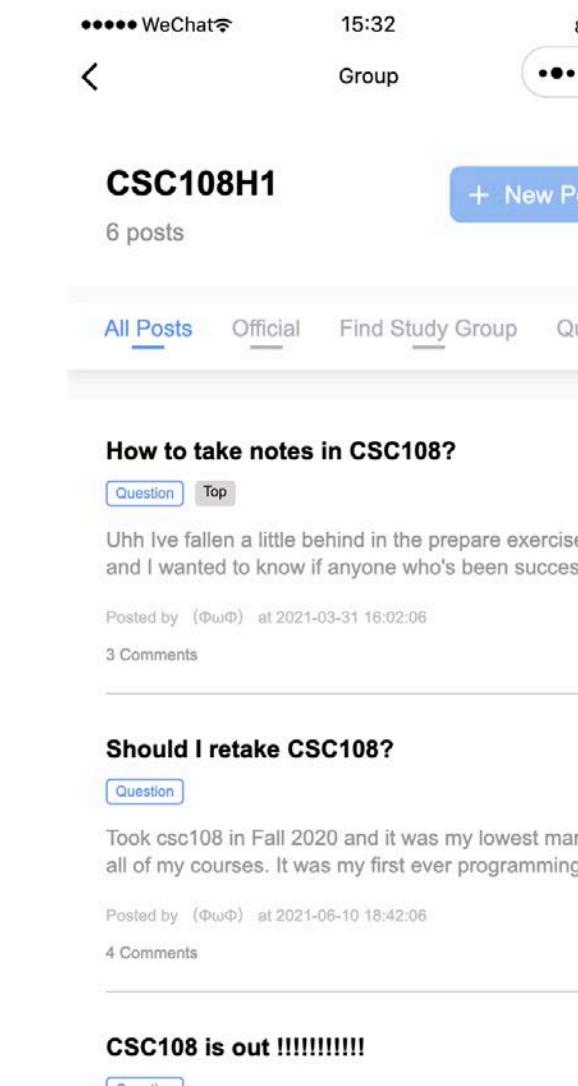
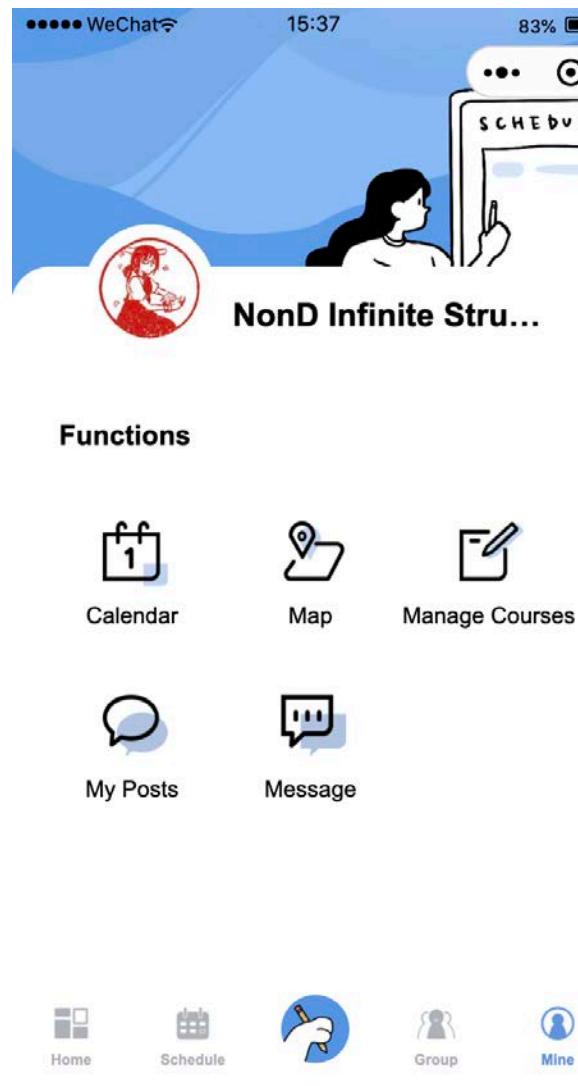
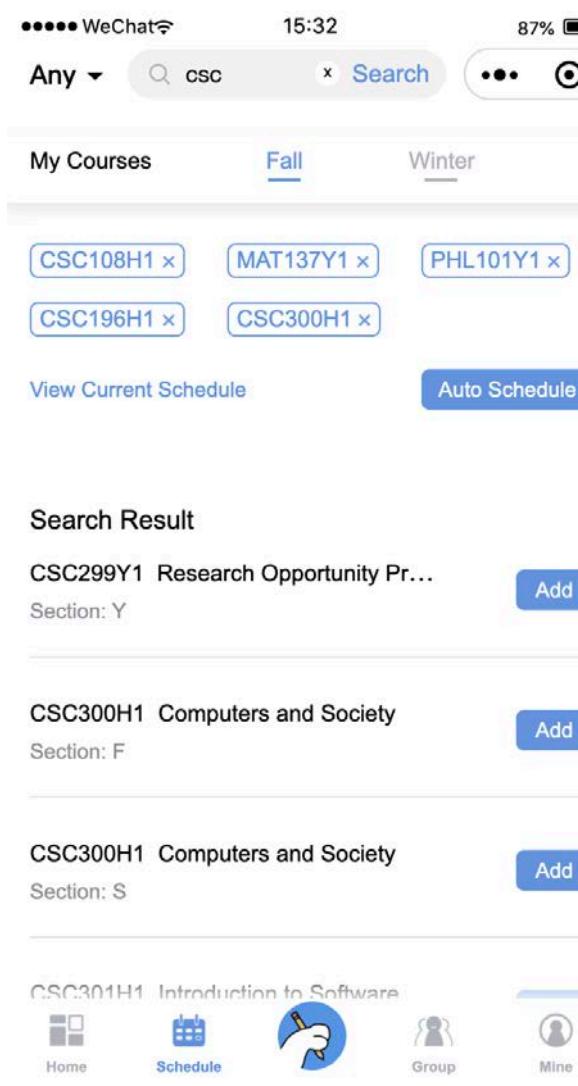
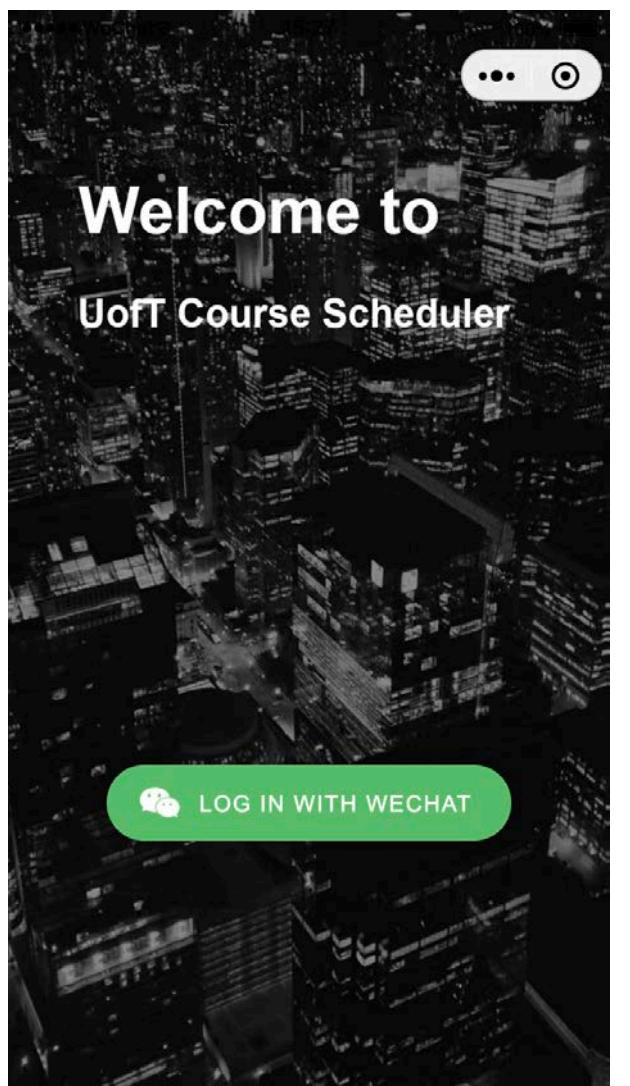


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# WECHAT MINI APP

A WeChat Mini App for UofT students to generate timetables with minimum conflicts, and discuss with their classmates online. Designed using Figma. Frontend written in WXML, WXSS, JavaScript ES6 and Vue framework.

Github Repository: <https://github.com/TianyuZhang0704/ScheduleMiniApp>



# DOODLE JUMP GAME

A doodle jump game. Designed  
using PhotoShop. Written in  
MIPS assembly language.

Github Repository: <https://github.com/TianyuZhang0704/DoodleJump>

