Sharon Zhong

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PROJECTS

Rigging Intern | Blizzard Entertainment | *Summer 2022*
- Set up Diablo IV Necromancer armor sets to go in-engine with skinning and cloth sims in Maya
- Communicated with modeler for mesh fixes, Worked with producers to stay on schedule, Received and implemented feedback from rigging team
- Tools: Maya, NgSkinTools, Proprietary Game Engine, Jira, Perforce, Confluence, Miro, Zoom

Personal Orc Rig Project | *Spring 2022*
https://youtu.be/Tl8ELiFamaE
- Created an IK Rig, Painted Skin Weights, Set up cloth physics in UE4
- Tools: Maya, NgSkinTools, Unreal Engine 4

Windup Mouse | *Fall 2022*
- Animated Short, created over a semester in a five person team
- Modeled, rigged and animated mouse model, modeled dinosaur toy props
- Tools: Maya, Renderman

RotoR | Unity 3D Multiplayer Shooter | *Fall 2021*
- Game Design and Development project, completed over the course of a month with a team
- Rigged and animated player model, scripted functions to change texture of player model, and did general script cleanup
- Tools: Unity, Maya, Substance Painter, C#, GitHub

EDUCATION

University of California, Berkeley - Berkeley, CA   *2020 - Expected 2024*
Bachelor of Arts, Data Science
- Relevant Coursework:
  - DESINV 198: Game Design and Development
  - DESINV 199: 3D Modeling & Animation
  - Math 54: Linear Algebra

ACTIVITIES/AFFILIATIONS

Game Design and Development DeCal Program *(Student Run Course)*   *2021 - Present*
       Facilitator/Instructor for Spring 2022
Game Design and Development Club   *2021 - Present*
AWE Association of Women in EE&CS   *2021 - Present*
Cal Women in Gaming   *2021 - Present*
       Mentorship Program (Mentee under Technical Art Director at Riot)