

WENYU ZHANG

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Experience

3D Technical Artist | CIVS, Purdue University Northwest *Jun 2018 - Present*

- Designing 3D environment layout for an educational software project about cyber security.
- Creating 3D assets using Maya and Houdini, including modeling, PBR texture, look-dev and lighting.
- Writing C# animation scripts in Unity.

Teaching Assistant | Purdue University *Aug 2016 - May 2017*

- Debugged students' web development lab assignments using HTML, CSS.
- Taught undergrad students VFX software fundamentals, including Nuke and After Effects.

Freelance Artist | Beijing *Sep 2013 - Jun 2015*

- Designed visual effects and video styles for schoolmate's film projects and alumni's personal advertisement shorts.
- Worked as a VFX artist and video editor for indie filmmakers.

Selected Projects

Lacunarity Visualization | Purdue University *Feb 2018 - Apr 2018*

- Programmed a terrain surface rendered by OpenGL tessellation shader and fBm Noise.
- Created three parameters which are octaves, gain and lacunarity, and visualized the impact of lacunarity parameter on terrain surface.

VR Proxemics Research | Purdue University *Oct 2016 - Dec 2016*

- Created 3D models in Maya and assembled assets in Unity.
- Conducted usability test and wrote technical report with teammates.

Virtual Game | Communication University of China *Feb 2016 - Jun 2016*

- Worked as screenwriter, cinematographer and VFX artist in a two-person team.
- Managed complete VFX workflow, including green-screen compositing, 3D modeling and animation.

Education

• **Purdue University** *Aug 2016 – Present*
Computer Graphics Technology, M.S

• **Communication University of China** *Aug 2012 - Jun 2016*
Digital Media Arts (Visual Effects Track), B.A

Skills

- 3D: Maya, Houdini, 3ds Max, Unity, ZBrush, SpeedTree
- 2D: Photoshop, Substance Painter, Substance Designer, After Effects
- Programming: C++, C#, Python, GLSL, MEL, HTML, CSS, Git
- Renderer: V-Ray, Arnold
- System: Windows, macOS, Linux

Languages

- Mandarin
- English
- Spanish