

WENYU ZHANG

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Skills

- Maya
- Unreal Engine 4
- ZBrush
- Mudbox
- Photoshop
- After Effects
- V-Ray
- Arnold
- Substance Painter
- Substance Designer
- C/C++
- Python
- OpenGL/GLSL
- MEL
- HTML/CSS

Experience

• **Graduate Teaching Assistant** | Purdue University *August 2016 - May 2017*
Grading homework, making course plan with professor, giving instructions in lab session, debugging students' projects and taking over classes.

• **Assistant Director Intern** | iQiyi *December 2014 - January 2015*
Assisting director for online TV show live recording; creating video openers and various motion graphics elements during post-production.

• **Freelance Artist** | Communication University of China *September 2013 - June 2014*
Working as an individual visual effects artist and video editor for students film crews and alumni's personal advertisement short films.

Selected Projects

• **3D Environment Artist** | College Project *October 2016 - December 2016*
Working as a 3D environment artist in a research project about proxemics in VR space. Responsible for creating 3D scene and character models in Unity, and other graphics design work

• **Co-founder & VFX Artist** | Graduation Short Film *February 2016 - June 2016*
Working as co-founder, screenwriter and VFX artist. Developed story idea and managed complete production workflow from pre-production to post-production.

Education

• **Computer Graphics Technology, M.S** | Purdue University, West Lafayette, IN
August 2016 - December 2018

• **Digital Media Arts, B.A** | Communication University of China, Beijing
August 2012 - June 2016

Activities

• **Facilitator** | 2015 World Economic Forum
Purchasing goods for Publicis Live Group and managing keys of the conference hall.

• **Computer Service Volunteer** | Communication University of China
Scanning virus, installing software and fixing system issues for students.