

WENYU ZHANG

(562) 250-7545
zhangwenyu7@gmail.com
www.wenyuzhang.com

Experience

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

- Creating 3D assets using Maya and 3ds Max, including modeling, look-dev and lighting.
- Creating PBR texture using Substance Painter and Designer.
- Writing basic animation script using C# in Unity game engine.

Visual Designer Intern | iQiyi, Beijing *Dec 2014 - Jan 2015*

- Created video openers using After Effects and external plugins.
- Designed and composited various motion graphics during video post-production.

Freelance Artist | Beijing *Sep 2013 - Jun 2014*

- Designed visual effects and post-production video style for students' film projects and alumni's personal advertisement shorts.
- Organized video footage and edited short film projects for indie filmmakers.

Selected Projects

K-12 Assistive Device | Purdue University *Jan 2017 - May 2017*

- Worked as a UX designer and webmaster in a collaborative project at Purdue ECE department.
- Designed teaching concepts of hardware and software and assistive device for K-12 students.
- Maintained project official website weekly and revised HTML, CSS code.

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

- Created 3D environment and character models in Maya.
- Assembled 3D assets in Unity and manipulated HTC VIVE device for usability test.

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 - Dec 2018*
Computer Graphics Technology, M.S

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

Skills

- 3D: Maya, 3ds Max, Unity, Unreal Engine, ZBrush, SpeedTree
- 2D: Photoshop, Substance Painter, Substance Designer, Quixel, Nuke, After Effects
- Programming: C++, C#, Python, GLSL, MEL, HTML, CSS, Git
- Renderer: V-Ray, Arnold

Languages

- Mandarin
- English
- Spanish