

WENYU ZHANG

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Skills

- Maya
- 3ds Max
- Unity
- ZBrush
- Photoshop
- After Effects Nuke
- V-Ray
- Arnold
- Nuke
- Substance Painter
- C/C++
- Python
- OpenGL/GLSL
- MEL
- HTML/CSS

Experience

• **3D Technical Artist** | Purdue University Northwest *June 2018 - Present*

Worked as a technical artist at Center for Innovation through Visualization and Simulation (CIVS) at Purdue University Northwest. Creating and revising 3D model assets, PBR texture, designing environment and optimizing game development workflow in Unity.

• **Cinematics Artist Intern** | iQiyi *December 2014 - January 2015*

Assisting cinematics director for online TV show production; creating video openers and various motion graphics compositing during post-production.

• **Freelance Artist** | Communication University of China *September 2013 - June 2014*

Working as an individual VFX 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 entire 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, China

August 2012 - June 2016

Activities

• **Computer Service Volunteer** | Communication University of China

Scanning virus, installing software and fixing system issues for students.