

WENYU ZHANG

Junior CG Artist

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

Objective

Experienced and highly motivated graduate student who is seeking job opportunities in the industry of computer graphics. Always looking forward to expanding current skill set and learning more state-of-the-art technology. Able to organize and cooperate efficiently in a teamwork environment.

Experiences

- **Co-Design Lead**
Purdue EPICS - LSME Project
January 2017 – May 2017
- **Graduate Teaching Assistant**
CGT 141, CGT 270, CGT 346
August 2016 – May 2017
- **Screenwriter & Visual Effects Artist**
Graduation Short Film *Virtual Game*
February 2016 – June 2016
- **Post-production Intern**
iQIYI Online TV Show *Let's Talk*
December 2014 – January 2015
- **Video Editor**
Post-production editor for short films
October 2013
- **Freelancer**
Working as a visual effects artist and video editor for indie filmmakers and students film crew
September 2013 – June 2014

Education

- **Purdue University**
Master of Science
Computer Graphics Technology
2016 – Present
- **University of California, Berkeley**
Summer School (College Writing Program)
2015 Summer
- **Communication University of China**
Bachelor of Arts
Digital Media Arts (Digital Visual Effects Oriented)
2012 – 2016

Skills

3D: Maya, Unreal Engine 4, ZBrush
2D: Photoshop, NukeX, After Effects, Premiere
Texture: Substance Painter, Substance Designer, Quixel SUITE, UVLayout
Renderer: V-Ray, Arnold, RenderMan
Programming: C++, OpenGL, HTML, CSS
System: Windows, macOS, UNIX

Activities

- Volunteer of World Economic Forum - Annual Meeting of the New Champions 2015
- Staff member of International Communication Association of Communication University of China 2013 MLeague Forum (Beijing)
- Volunteer of 7th Chinese (Beijing) International Student Animation Festival (Aniwow!), 2012