

WENYU ZHANG

Junior Technical 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 skills 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
- **Visual Effects Artist**
College Short Film *ACROPHOBIA*
January 2016
- **Post-production Intern**
iQIYI online entertainment show
December 2014 – January 2015
- **Visual Designer**
Visual designer for real-estate commercial
August 2014
- **Freelancer**
Working as 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
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: NukeX, Photoshop, After Effects, Premiere, Final Cut Pro

Texture: Substance Painter, Quixel SUITE, UVLayout

Renderer: Arnold, V-Ray, Mental Ray, Redshift

Programming: OpenGL, C++, Python, 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