

WENYU ZHANG

Visual Effects Artist

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Objective

Experienced and highly motivated graduate student who is seeking internship opportunities in the industry of visual effects. Always looking forward to expanding current skills and learning more cutting-edge techniques. Able to organize and cooperate efficiently in teamwork environment. Learning programming language and math now.

Experiences

- **Web Master**
Purdue EPICS - LSME Project
Janurary 2017 – Present
- **Graduate Teaching Assistant**
CGT 141, CGT 270, CGT 346
Angust 2016 – Present
- **Main Creator**
Graduation Short Film *Virtual Game*
February 2016 – June 2016
- **Visual Effects Supervisor**
Short Film *ACROPHOBIA*
January 2016
- **Post-production Intern**
iQIYI Online TV Show *Let's Talk*
December 2014 – January 2015
- **Onsite Assistant Producer**
Independent Feature Film *MADE IN CHINA*
(madeinchinafilm.com)
November 2013

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, Cinema 4D
2D: NukeX, Photoshop, Final Cut Pro, After Effects, Premiere Pro, DaVinci Resolve
Texture: Substance Painter, Quixel SUITE, UVLayout, Roadkill
Renderer: mental ray, Arnold, V-Ray, Renderman
Scripting: Python, HTML, CSS, Javascript
Camera Solve: Boujou
Audio: Audition, Pro Tools, FL Studio

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