

# WENYU ZHANG

Technical Artist

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## Experience

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

- Designing 3D environment layout for an educational software project about cyber security
- Creating 3D assets using Maya and Houdini, including modeling, PBR texture, look-dev and lighting
- Wireframing and creating user interface and menu with features in the program
- Writing C# animation scripts for interaction control features in Unity

**Freelance Artist** | Beijing *Sep 2013 - Jun 2015*

- Designed visual effects and video styles for schoolmate's film projects and alumni's personal advertisement shorts
- Worked as a VFX artist and video editor for indie filmmakers

## Selected Projects

**Crowd Animation Perception Research** | Purdue University *Sep 2018 - Present*

- Using Golaem plugin in Maya to simulate pedestrian animation with heterogeneous appearance
- Designing quantitative user experiments to compare the testing result based on characters' locomotion
- Collecting and analyzing data using T-test, ANOVA and related statistical methods

**Lacunarity Visualization** | Purdue University *Feb 2018 - Apr 2018*

- Programmed a terrain surface rendered by OpenGL tessellation shader and fBm Noise
- Created three parameters which are octaves, gain and lacunarity, and visualized the impact of lacunarity parameter on terrain surface

**Perlin Noise Visualization** | Purdue University *Oct 2017 - Dec 2017*

- Programmed Perlin Noise function in OpenGL fragment shader
- Implemented ImGui to let users to visualize noise pattern by manipulating the UI

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

- Created 3D models in Maya and assembled assets in Unity
- Conducted usability test and wrote technical report with teammates

## Education

• **Purdue University** *Aug 2016 – May 2019*

Computer Graphics Technology, M.S

• **Communication University of China** *Aug 2012 - Jun 2016*

Digital Media Arts (Visual Effects Track), B.A

## Skills

- 3D: Maya, Houdini, Unity, SpeedTree, ZBrush
- 2D: Photoshop, Substance Painter, Substance Designer, After Effects
- Programming: C++, C#, Python, GLSL, MEL, HTML, CSS, Git
- System: Windows, macOS, Linux

## Languages

- Mandarin
- English
- Spanish