ZIXUAN ZHU

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I'm a 2D and 3D designer with a passion for UI/UX and 3D design.

EDUCATION

EXPECTED MAY 2024

MASTER OF ENTERTAINMENT TECHNOLOGY, CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA

MAY 2022

BACHELOR OF FINE ARTS, SCHOOL OF VISUAL ART

New York, NY

SKILLS

2D AND 3D DESIGN

· My undergraduate study is Graphic Design, so I am good at using software such as AI, PS and InDesign. I also have a lot of product design experience, such as poster, packaging and UI and logo design. As a graduate student I started to study 3D design such as modeling, UV wrapping and rigging.

COMMUNICATION

· I have many experiences working in groups. I understand group workflow well. And I easily communicate and accept different viewpoints and combine different viewpoints at the same time.

VISUAL EXPRESSION

· I am often a storyboard artist and have experience doing animations. I am good at expressing emotions and stories visually.

EXPERIENCE

SUMMER INTERN | YUZHILIN | JUNE – SEPTEMBER 2019

· Conducted product and client research
· Focused on client interaction design
· Developed product packaging design and font design

ACTIVITIES

VR GAME | CYBER DIVE | SEPTEMBER 2022

This is a VR game, players need to ride on Icaros and land through somatosensory experience. I mainly work on the project as game designer, 2D, 3D artist.