

YUXI ZHANG

Tech Artist
Rigger

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portfolio | www.yuxizhang.com

EDUCATION

Carnegie Mellon University, USA
Master of Entertainment Technology

Expected Dec 2014

Zhejiang University, China
Bachelor of Engineering, Digital Media Technology

Graduated in June 2012

Aalborg University, Denmark
As an exchange student, Art and Technology

Sept 2011 – Jan 2012

SKILLS

Game Engines | Unity, Ogre, UDK Material Editor
Programming | Python, Javascript
3D Modeling | Maya, Motionbuilder
Film Editing | Premiere, After Effects, Audition, Photoshop
Languages | English, Mandarin

ACADEMIC PROJECT

Museum of Simulation Technology Jan 2014 - Current

- 3D modeler and technical artist
- Developing a first-person puzzle game with Team Pillow Castle
- 2014 IGF Student Showcase Finalist

Expressive Game, It Takes Two Aug - Dec 2013

- Produced an expressive game on the Ouya console, aiming to create an artistic and meaningful gameplay experience.
- It Takes Two was released on Ouya Store on Dec 4, 2013.
- Accepted by Meaningful Play 2014.

Building Virtual Worlds Jan - May 2013

- Performed role of 3D modeler / animator and producer
- Co-designed rapid prototypes of virtual worlds with artists and technologists within 2 weeks

Roaming System Based on Somatosensory Interaction June 2012

- Developed a somatic game using Maya and Kinect in Ogre
- Built a real-time 3D roaming system with the Kinect sensor detecting user's actions as input commands to control the moving directions

WORK EXPERIENCE

Rigger at ALICE Project June - Aug 2014

- Rigged models of quadrupeds, birds, snails for ALICE 3

Teaching Assistant for ETC Fundamentals Aug - Dec 2013

- Assisted the faculty in teaching 'Entertainment Technology Fundamentals' course.

Teaching Assistant for NHSGA June - Aug 2013

- Assisted in teaching high school students in game art.

HOBBIES

Indie games
Painting