YUZHU ZHOU, 3D Art Intern

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EDUCATION:

Carnegie Mellon University, Entertainment Technology Center (ETC)   **Pittsburgh, PA**
Master of Entertainment Technology   **Aug. 2020 - May 2022**

Purdue University, West Lafayette, IN   **Aug. 2015 - Dec. 2019**
Bachelor of Science
Double Major: Game Development and Design & Animation   GPA: 3.62
Minor: Japanese   GPA: 3.94

SKILLS:

3D Art Software: Maya, 3D Max, Zbrush, Keyshot, Substance Painter, Substance Designer
2D Art Software: Photoshop, SAI, Clip Studio, Illustrator, After Effect, Procreate
Platform: Unreal, Unity, Tools: Perforce

LANGUAGES:

Japanese language proficiency, N1
Mandarin Chinese, native speaker
Professional and business English language

ACADEMIC PROJECT:

Building Virtual Worlds, Artist, ETC   Fall 2020

3D Modeling of a western bar, 3D Artist, Purdue University   Fall 2019
● Solo project of reimagining an American style western bar based on Saloon No. 10
● Using Maya, Zbrush created 3D environment assets. Using Zbrush and Substance Painter, created realistic textures.

Game Name: Education Program for Students in Nursing School at Purdue (Senior Capstone Project, team of 3)
Role: Game director, 2D and 3D artist
Responsibility: Creating a game that helps nursing students at Purdue University to prepare for real world conflict resolution.

Game Name: Stella
Role: Director, Leading artist, Modeler (Team of 3)
Responsibility: level design, scenario and content design, story writing, character, scene design & modeling, UE4 lighting design, UI design, audio director

PROFESSIONAL EXPERIENCE:

Chervon North America   **Remote, West Lafayette, IN**
Industrial Designer   *April 2020-July 2020*
● Using Keyshot to make 3D Animation for products promotions.
● Adding texts and effects in After Effect to polish the 3D animation that is rendered out from Keyshot.

Electronic Soul Network Technology Co., Ltd   **Hangzhou, Zhejiang, China**
Game Character Design Intern   *April 2019-July 2019*
● Intensively employed 3DMAX in modeling, rendering and animation of main characters in a new HTML5 game
● Created frame by frame animated GIFs based on the game

- Exported animated GIFs to be used in the game

HONOR:
- *Stella*, Best Story/Interactive Fiction, Purdue Polytechnic Institute   May 2019
- 2nd place of Speech Division Level 3 in 1st Japanese Speech & Skit Contest organized by School of Languages and Culture, Purdue University   Apr. 2017