Xun Zhang

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SUMMARY

Experienced Architectural Designer with a solid background in schematic and parametric designs, and architectural visualization, now transitioning to a Technical Artist role in the game industry. Self-driven programmer capable at creating interactive content. Known for encouraging strong collaboration across multidisciplinary teams and ensuring timely project delivery.

EDUCATION

2023 - CURRENT — **CARNEGIE MELLON UNIVERSITY** — Pittsburgh, PA
ENTERTAINMENT TECHNOLOGY CENTER
Master of Entertainment Technology

2014 - 2019 — **PRATT INSTITUTE** — Brooklyn, NY
SCHOOL OF ARCHITECTURE
Bachelor of Architecture

EXPERIENCE

2023 - CURRENT — **ETC COURSE - BUILDING VIRTUAL WORLD** — Pittsburgh, PA
PROGRAMMER/TECHNICAL ARTIST

- Worked with 5-member teams to turn conceptual designs into complete interactive virtualworlds using various platforms, within 2 weeks timeframe.
- Engaged in discussions and shared knowledge on game design principles, environmental and level design.
- Self-taught programming basics and applied them in creating interactive content and virtual worlds.

2021 - 2022 — **PT ARCHITECTURE DESIGN (SHENZHEN)** — Shenzhen, China
JUNIOR ARCHITECT

- Worked with a 40-person team on mixed-use, large-scale projects in Shenzhen.
- Focus on developing facade schemes and parametric designs for numerous projects.
- Utilized parametric analytic tools to satisfy crucial design criteria.
- Collaborated with consultants in different fields to complete construction documents.

2019 - 2021 — **YIJING ARCHITECTURE DESIGN STUDIO** — Shenzhen, China
JUNIOR ARCHITECT

- Collaborated with a 3-member team across Shenzhen and Shanghai to develop schematic and design development for various school projects.
- Led the renovation of a church facade in Miami, FL, from schematic design through to the construction documentation phase.
- Offered consultations and solutions in parametric analysis and design to company peers.
- Worked closely with team members to complete various competition projects on tight schedules, typically within a week.
- Supported the design team with architectural visualization, including renders, animations, and interactive visualization.

SOFTWARE PROFICIENCY

Unity3D, Blender
Rhinoceros, Grasshopper, AutoCAD, Revit
Adobe Photoshop, Illustrator, Premiere, After Effects
InDesign, Lightroom, Vray, Lumion, D5 render