

Zixuan He

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EDUCATION

Carnegie Mellon University | Pittsburgh, PA

Expected Graduation May 2025

Master of Entertainment Technology

School of Visual Arts | New York, NY

May 2022

Bachelor of Fine Arts in Illustration

DEVELOPMENT EXPERIENCES

Ludum Dare 51 Game Jam | Game Artist

2022

- Collaborated with a team of four individuals in creating the game.
- Created in-game environment art assets

Ludum Dare 49 Game Jam | Game Artist

2021

- Collaborated with a team of five individuals in creating the game.
- Created all in-game art assets including character and environment designs

PROJECTS

Sweet & Seal-ious | Game Artist

Class Project, Building Virtual World, 2023

- Collaborated with a team of five individuals in creating this VR game within two weeks.
- Created in-game environment art assets and 2D UI assets.

Seaplunky | Artistic Director

G-bits Future Game Developer Competition, 2022

- A game for G-bits Future Game Developer Competition.
- Communicated with other team members to set up a standard for art assets of the game.
- Ideated with a team of seven individuals on the game design.

The 11th Town Syndrome | Artistic Director

2021

- Collaborated with a team of 13 in creating the game including creating in-game 2D art assets, designing gameplay, designing background concepts, and storytelling.
- Led the art team by setting up artistic standards, maintaining the art pipeline, and communicating between artists and programmer to ensure the progress of the project.

SKILLS & PROFICIENCIES

Design: Adobe Photoshop, Procreate, Blender, ZBrush, Substance Painter, Unity, GameMaker Studio2, Unreal Engine, Maya, Substance Designer, Houdini.

Traditional art skills: Drawing, Oil Painting, Watercolor, Sculpture.

Coding languages: Unity Shader, Python.