

Zizhuo Wang

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EDUCATION

CARNEGIE MELLON UNIVERSITY
ENTERTAINMENT TECHNOLOGY CENTER
Pittsburgh, PA
**MASTER OF ENTERTAINMENT
TECHNOLOGY (MET)**
Expected 2023

**BEIJING UNIVERSITY OF
TECHNOLOGY**
BACHELOR OF ENGINEERING IN DIGITAL
MEDIA TECHNOLOGY
Beijing, China
Graduated Jul. 2020

SKILLS

Game Development
Virtual Reality development
Visual Story design
Game Engine
3D Art Design
Computer Graphic
Audio-visual Language and Script Writing
Video Compositing and Special Effects
Graphic design
Interactive design
Data Structures

PROGRAMMING

Python • C# • C++
Typescript • HLSL • GLSL

TOOLS/APPLICATIONS

Unity • Unreal Engine • 3ds Max • Maya
Substance Painter • Substance Designer
Photoshop

LANGUAGES

Mandarin (native) • English (Business)
French (beginner) • Polish (beginner)

EXPERIENCE

TECHNICAL ARTIST INTERN ARCHOSAUR GAMES

Jul. 2019 – Jan. 2020 | Beijing, China

- Expanded the understanding of 3D art production pipeline
- Inside Unreal Engine 4 and Substance Designer, emphasized shader/material production and procedural generation
- Accumulated industrial experience in game design

3D ARTIST BEIJING UNIVERSITY OF TECHNOLOGY

Oct. 2018 – Apr. 2019 | Beijing, China

- Developed the 3D model of a transformer substation base station
- Produced the demonstration of grid worker's equipment, provided information identification for items for intuitive operation

PROJECTS

BUILDING VIRTUAL WORLD

Sep. 2021 – Dec. 2021 | Pittsburgh, PA

- Worked closely as a team to create virtual experience from ideas in limited time
- Created 3D assets in Maya to help enhance the visual and the overall experience
- Brought concepts into life inside Unity
- Used Substance Designer to create texture and Substance Painter to create procedural materials
- Designed scriptable materials using Shader Graph and then used code to control its parameters inside Unity
- Experienced in being a producer and helped the team to generate delightful ideas. Provided technical support and wrote documents to manage progress and team goals.

POWER GRID SAFETY TEACHING TEAM PROJECT

Teaching Demonstration for Grid Base Station in VR

Sep. 2018 – Apr. 2019 | Beijing, China

- Designed the interaction for the teaching demonstration
- Worked as team and built a virtual scene based on recording and picture, recreating the substation and the environment
- Managed progress and integrated 3D assets inside game engine
- Designed and created virtual reality interaction in Unity

RESEARCH ON REAL-TIME VIDEO TRACKING ALGORITHM BASED ON DEEP LEARNING

Dec. 2019 – May. 2020 | Beijing, China

- Studied image processing using Convolutional Neural Network
- Researched frontier object tracking algorithm DiMP and ATOM
- Compared training data sets' influence on the training model
- Compared the tracking performance of different lost function on certain training algorithm