

ZHENGYI WANG

CONCEPT ARTIST

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412-888-6645

EDUCATION

Entertainment Technology Center, Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology	Expected December 2014
Tsinghua University	Beijing, China
Bachelor of Architecture & Bachelor in Engineering	June 2012

TECHNICAL SKILLS

Adobe Photoshop	Google SketchUp	Zbrush	AutoCAD
3D Studio Max	Hand Drafting	Adobe Premiere	Adobe InDesign

ACADAMIC PROJECTS

Concept Artist/ Environment Artist for Team Pillow Castle	Jan 2014-now
<ul style="list-style-type: none">Producing a game with the working title: Museum of Simulation TechnologyConcept arts and environment arts using Photoshop and 3ds max2014 Independent Games Festival Student Showcase Finalist2014 IndieCade Digital Selection	Pittsburgh, PA
Concept Artist for Team Foxhole	Sep-Dec 2013
<ul style="list-style-type: none">The preproduction phase of a student animation project.Storyboard, 2D animatic and concept arts using Photoshop and hand drafting	Pittsburgh, PA
2D Texture Artist for Building Virtual Worlds	Jan-May 2013
<ul style="list-style-type: none">Fast prototyping of five interactive virtual worlds in fast-paced team environmentConcept arts and unwrapped textures using 3D Studio Max and Photoshop	Pittsburgh, PA
Exchange workshop with Danjiang University	Oct 2011
<ul style="list-style-type: none">Fast concept city design by a ten-people team in three daysDrafted schematics and 3D models using Google SketchUp	Taipei, Taiwan

WORKING EXPERIENCE

Contractor, 手游魅客	May-Aug 2013
<ul style="list-style-type: none">Designing and drawing side scroller mobile game backgrounds using Photoshop	Beijing, China
Intern, Guan Zhaoye Workshop, Tsinghua University	Fall 2011
<ul style="list-style-type: none">Pre-design and layout for a sports center of educational usage3D working models using Google SketchUp	Beijing, China

INTEREST

Art: Drawings; **Games:** especially RPGs and indie games