

QIANHUI ZHI, ARTIST, GAME DESIGNER

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Master of Entertainment Technology May2022

University of Cincinnati, College of Design, Architecture, Art, and Planning, Cincinnati, OH
BFA Fine Arts
Game Art Design Undergraduate Certificate
Fashion Design Studies Minor, Marketing Minor May2020

SKILLS

Software

Adobe Photoshop, Illustrator, InDesign, Lightroom, Premiere Pro, Autodesk Maya, Blender, Unity

Art skills

2D Animation, 3D Environment production, 3D Modeling, Photography, Lithography, Iron Art, Installation art

ACADEMIC PROJECTS

Building Virtual Worlds, Artist, ETC 09/20-12/20

- Worked on five-person team to build an entertainment experience in one to two weeks.
- Maintained strong team dynamics among individuals from diverse backgrounds and varied creative perspectives
- Designed game mechanics and interactions
- 2D animation story narrative, 3D environment scene production, 3D character model design and production

EXPERIENCE

Content Management Photographer Coop, MERITOR INC, Florence, KY 04/19-08/19

- Took professional photos for the products independently in the photo lab.
- Responsible for the product photo composition and shooting of the company's official website
- Developed a solid art background and design concept, good creative thinking and understanding ability

Art Assistant Coop, The National Flag Co, Cincinnati, OH 09/18-12/18

- Hands-on applications and physical making of custom flags
 - Traced designs and patterns onto flag material
 - Stitched on an industrial zig zag machine
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