

Rui Zhang - Game Artist

ruiz2@andrew.cmu.edu | **Portfolio:** <https://ruz108.wixsite.com/harryzrzr>

Education

Carnegie Mellon University- Entertainment Technology Center (ETC)
Master of Entertainment Technology.

Pittsburgh PA
2020- 2022

University of California, San Diego
Visual Art Media, Communications

California CA
2016 - 2020

Relevant courses: VIS Advance Media Art Project; Editing production; Sound Production; Game Design & Communication; Script Writing; Film and Media Production. Ex.

Skills

- **Software:** Procreate (2D digital painting), Maya, substance painter, zbrush, Adobe Premiere, Adobe Photoshop, Adobe Indesign, Protool.
- **Languages:** High proficiency in Chinese and English

Academic Experience

Year Long Animation Studio--Fearless Night Owls Pittsburgh PA
2D Artist, graphic designer, and concept artist

Feb-May 2021

- Worked and collaborated with other 3 members of the team to create a mix media video that included the combination of both live action character and animated environment.
- Designed logo, concept art, poster, and other branding materials for the team.

Building Virtual World Pittsburgh PA
2D and 3D Artist

Sep-Dec 2020

- Worked and collaborated with various team members to build a game from scratch in 2 weeks. Brought dynamic to the team and created a fast prototype of the game to play test within a week.
- Designed art assets, sketches, and models for the team project.

External Experience

Triple C San Diego CA
Visual Design Chair--Graphic Design

Sep 2018 - Sep 2019

- Designed logo, brand, posters, and banners for individual projects
- Assigned designers to assist individual projects and polished the final products of design.

Individual Project and Interests

Character Concept Art series

- Choose a topic I am interested in and design a series of character concept arts. Each concept art and sketches should contribute to the construction of the universe that characters live in.
- This is an ongoing project as I will keep updating the designs while honing my skills.

Short Movie Production-- The Game of Fortune

Executive Producer/ Editor/ Sound designer

Feb 2020 - Mar 2020

- Final assignment for film production course. Two other producers and I recruited a team and shot a movie about the gambling.
- The film was sent to "Lift-Off New Year Extravaganza 2021" as part of the programme.