

# Helen Zhang: visual artist

CATONSVILLE MD

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## Objective

To contribute my **3D texturing, modeling, and illustration skills** to a challenging professional career in **video game development** and **visual arts**.

## Skills

- **Concept art/digital illustration/graphic design:** Adobe Photoshop, Corel Painter, Adobe Illustrator
- **Texturing:** Photoshop, Painter, Crazybump, Zbrush, UV layouts in Maya and 3D Studio Max,
- **3D modeling:** Maya, 3D Studio Max (intermediate), Zbrush 3.1 (intermediate)
- **Game production pipeline:** Gamebryo (intermediate), BHG's in-house engine, and exporting/importing to game
- **Version control:** Perforce, Subversion
- **Motion graphics:** After Effects
- **Website design and page layout:** Dreamweaver, InDesign, CSS

## Experience

### **CREATIVE MANAGER AND VIDEO GAME ARTIST, BENXING ENTERTAINMENT: COLUMBIA, MD, MAY 2009 - PRESENT**

- Direct a small team towards creating consistently high quality, entertaining video game titles for children and the iPhone, while guiding individual's diverse creative talents towards a common goal.
- Concept, illustrate, model, texture, rig, and animate characters, environments, props, and UI elements for a 3D, stylized online children's game, using Maya, Photoshop, and the Unity engine.
- Redesign the website and brand identity using HTML, CSS, Dreamweaver, and Photoshop.
- Stimulate open communication between team members to reduce blocking issues and inefficiencies.

### **ART LEAD, PROJECT JUMPER, UMBC; BALTIMORE, MD FALL 2009**

- Worked with other artists to establish a consistent style for an FPS that reflected a cold, sterile, urban/futuristic feel
- Concepted, modeled and textured characters and environments
- Assigned art tasks and deadlines based on artists' strengths and goals in the class
- Encouraged open communication between artists and programmers, redirecting artists to appropriate resources on the team and online to help with encountered problems

### **ART INTERN, BIG HUGE GAMES: TIMONIUM, MD – NOV 2009 - MARCH 2009**

- Constructed city and outdoor environmental textures, models, and UV maps for an unannounced, stylized fantasy RPG in Photoshop, Crazybump, 3D Studio Max, and Zbrush
- Worked closely with the environment team to create highly polished, cohesive cities based concept artists' vision
- Created assets within the production pipeline, adhering to a schedule, using Perforce for version control, and reporting to art leads for approval

### **ART INTERN, BREAKAWAY GAMES: HUNT VALLEY, MD – SUMMER 2009**

- Created concept art, textures, UV maps, models, and basic animations for a stylized, 3D action-adventure children's game using Photoshop, Painter, Zbrush, 3D Studio Max, and Gamebryo
- Debugged and optimized existing art assets, fixing shadow volumes and adjusting UVs
- Created assets within the production pipeline, adhering to a schedule, using Perforce for version control, and reporting to art leads for approval

### **CARTOONIST/PRODUCTION ASSISTANT: THE RETRIEVER WEEKLY: BALTIMORE, MD MD – 2006 - 2009**

- Illustrated a weekly comic strip for three years, targeted towards members of the college community.
- Created and edited layout and graphical assets for UMBC's newspaper using inDesign
- Produced the arts section on a strict, 8-hour deadline
- Worked closely with editors and other production assistants to bring the newspaper

## Education

University of Maryland, Baltimore County — Bachelor of Visual Arts, Summa Cum Laude (3.97): May 2009

## Honors

**Shirt.woot.com (2009)** - 3rd place Derby winner for t-shirt design. Awarded \$1000 and royalties: the design has sold over 2900 shirts.

**Try to Believe Contest Winner (2008)** - 1st place from the Brooklyn Philharmonic for collaborative animation with IRC Fellows class.

**Linehan Artist Scholar (2005-2009)** -Full scholarship to attend UMBC for excellence in visual arts

**Imaging Research Center Fellow (2006-2008)** - \$10000 for outstanding performance in visual arts/technology

### **Studica Skills:**

Wacom Intuos challenge (2007) - 2nd place

Sketchbook Pro challenge (2007) - 2nd place

Sketchbook Pro challenge (2006) - 3rd place

**President's List, UMBC (Fall 06-Spring 08)**

**Dean's List, UMBC (Fall 05-Spring 08)**

**RISD Annual Art Award (2005)**

## References

References are available upon request.