

Helen Zhang: visual artist

COCKEYSVILLE MD 21030

TEL available upon request

helenzhangart@gmail.com

helenzhang.com | helenzhangart.blogspot.com

Objective

To contribute my **2D illustration, texturing, and 3D modeling** 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, Mudbox, Zbrush, UV layouts in Maya and 3D Studio Max
- **2D Animation/Motion graphics:** After Effects, Flash
- **3D modeling/sculpting:** Maya, Mudbox, 3D Studio Max, Zbrush 3.1
- **Game engines:** Gamebryo, Unity
- **Version control:** Perforce, Subversion
- **Website design and page layout:** Dreamweaver, InDesign, CSS

Experience

2D ARTIST, FRONTIERVILLE, ZYNGA: TIMONIUM, MD, OCTOBER 2009 - PRESENT

- Concept, illustrate, and animate art assets for FrontierVille, one of the most popular social games on Facebook, using Photoshop, Illustrator, and Flash
- Export art files using XML and Dreamweaver
- Track down and fix art bugs using creative problem solving
- Work quickly and efficiently to respond to consumers and maintain a vigorous feature cadence

CREATIVE MANAGER AND VIDEO GAME ARTIST, BENXING ENTERTAINMENT: COLUMBIA, MD, MAY 2009 - OCTOBER 2009

- Directed 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
- Concepted, modeled, textured, rigged, and animated characters, environments, props, and UI elements for a 3D, stylized online children's game, using Maya, Photoshop, and the Unity engine
- Redesigned the website and brand identity using HTML, CSS, Dreamweaver, and Photoshop
- Stimulated 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 2008 - 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

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

Available upon request.