



Rei Zhang

3D Artist & Character Designer

 silver.carnaval.art@gmail.com

 reizhangdesign.com

 [linkedin.com/in/rei-zhang](https://www.linkedin.com/in/rei-zhang)

 (647)-551-6064

Profile

Game Design grad focused on 3D art and character design. Passionate about visual storytelling and artistic cohesion across an entire project. Keen on optimization and the technical side of 3D art. My broad education across all game development areas (programming, level design, gameplay design, etc.) enables me to create assets to fit the exact needs of each project.

Meticulous and quick to learn new concepts, honed through practice and project organization. Experienced in digital and traditional art mediums through years of class and personal endeavours. Communicative with strong interpersonal skills gained from multiple long-term projects.

Tools

- Autodesk Maya
- Blender
- Substance Painter/Designer
- Adobe Photoshop/Premier
- Aseprite
- Clip Studio Paint
- Unity
 - Shadergraph
- Unreal 4

EXPERIENCE



3D Prop Artist Intern

VIVIDBLUE LTD
May 2022 - Present

Remote
Contract / Part Time

- Working with a small team on *Duskwitch: Heroic Soul* - indie character action game aiming to release on Steam
- Creating stylized 3D props according to the style of the game with a PBR workflow
- Collaborating with the creative director and environment artist to create assets that add to the style and aesthetic of the game's environment
- Modelling in Maya and texturing in Substance Painter
- Optimizing and preparing 3D assets for Unreal 4
- Creating some 2D concept art when necessary
- Implementing assets in-engine with Perforce version control



Freelance Illustrator

Self-Employed
August 2020 - Present

Remote
Part Time

- Working with independent clients to provide personalized artwork and/or graphic design
- Managing various commission deadlines and maintaining communication with clients
- Keeping clients involved with the process through showing work in progress and implementing feedback
- Managing personal pricing and negotiating payment methods with clients

PROJECTS



3D Artist/Tech Artist

Sheridan College 4th Year Capstone Project
Sept 2022 - April 2023

Remote / In-Person

- Collaborated with four other fourth year students on capstone project *Dead Line Terminal*, an action adventure game in Y2K style
- Finalist in Artistic Achievement and Best Overall Game categories at Level Up Student Showcase 2023
- Worked with the 2D Artist to establish art style guidelines
- Translated 2D concept art into 3D assets (characters, props, etc.) using Maya and Substance Painter
- Created bespoke shaders using shadergraph
- Collaborated with the Programmer when visual assets needed mechanical tie-in
- Implemented all 3D assets and created tools to help the Level Designer place them in scenes

EDUCATION

Honours Bachelor of Game Design

Sheridan College of Art and Design
Sept 2019 - April 2023