

Helen Zhang: visual artist

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Objective

To contribute my **2D concepting, illustration, animation** and **3D modeling, texturing, and animation** skills to a challenging professional career in **video game development**.

Skills

- **Illustration/concept art/graphic design/vector graphics:** Adobe Photoshop, Illustrator, Flash, Corel Painter
- **Texturing & UV unwraps:** Photoshop, Painter, Crazybump, Mudbox, Zbrush, UV layouts in Maya and 3DS Max
- **2D Animation/Motion graphics:** After Effects, Flash
- **3D modeling/sculpting:** 3DS Max, Maya, Mudbox, Zbrush 3.1
- **Game engines:** Gamebryo, Unity, Flare3D
- **Version control:** Perforce, Subversion
- **Website design, CSS, XML, page layout:** Dreamweaver, InDesign

Projects & Experience

SENIOR ARTIST, CITYVILLE 2, ZYNGA: TIMONIUM, MD, MAY 2011 - PRESENT

- 3D modeling, UV unwrapping, texturing, and basic rigging/animating low poly environment assets, buildings, and props for 3D social game CityVille 2 using 3DS Max and Photoshop (2011-present)
- Establishing and documenting 3D asset pipelines while informing art tool creation for use in a real time 3D engine
- Researching and developing creative broad strokes to solve technical problems, like how to create low poly trees that still retain a high quality aesthetic
- Collaborating with engineers and designers to integrate new tech and features

ARTIST, FRONTIERVILLE, ZYNGA: TIMONIUM, MD, OCTOBER 2009 – MAY 2011

- 2D concepting, vector illustration, and Flash animation for social game FrontierVille as a founding artist; responsible for creating a majority of the game's animals
- Honing an efficient and flexible work style in response to an aggressive feature cadence, consumer demands, and shifting Facebook policies
- Familiarity with XML coding for asset implementation and amending cross-discipline bottlenecks
- Utilizing creative problem solving skills to overcome technical hurdles and art errors

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, KINGDOMS OF AMALUR: RECKONING; 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

Education

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

Honors

Group Hackathon winner (Zynga, 2012) - Tied first place in a group Hackathon, operating as principal artist responsible for most of the art assets for a game produced in a weekend

Individual Hackathon winner (Zynga, 2012) - Won first place in the Character Art category

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.