Joyce Zhang

Carnegie Mellon University
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SKILLS

Programming Languages

Proficient in Python, C/C++, JavaScript, Processing and Blueprints (Unreal Engine)

Digital Art Mediums

Experienced with creating 3D games inside Unreal Engine, such as creating procedual materials and VFX, setting up animation blueprints and state machines, and programming in Blueprints.

Experienced with using the Adobe Creative Suite (Photoshop, Premiere Pro, InDesign).

Experienced with using Zbrush, Autodesk Maya, 3ds Max, Substance Painter, and Blender.

Traditional Art Mediums

Experienced with drawing, oil painting, water color, and wood working.

EDUCATION

Carnegie Mellon University / Bachelor of Science and Arts
AUGUST 2019 - MAY 2023, Pittsburgh, PA
I'm a sophemore in Carnegie Mellon University's BXA Program.
QPA: 3.80 /4.00

EXPERIENCE

15-122 Teaching Assistant / Employment
SEPTEMBER 2020 - ONGOING, Pittsburgh, PA
-Lead weekly labs of around 15 students; create presentations covering the course content. Attend weekly staff meetings and grade student homework.
-Host 2 hour Office Hours twice a week to answer content related questions from students through Zoom.

Ivy Labs Education / Intern
JULY 2019 - AUGUST 2020, Beijing, CHINA & Remote
-Brainstormed with 8+ students on their personal experiences, formed ideas
-for college essay writing, refined 20+ student essays.
-Hosted monthly interview sessions and gave advice on course planning as a long-term mentor.

GAME PROJECTS

Fantastical Delights/ Co-Team Lead, Tech Artist, 3D Modeler
SPRING 2020, Pittsburgh, PA
- Fantastical Delights is a VR experience built in Unreal, a reinterpretation of Hieronymus Bosch's painting "The Garden of Earthly Delights".
- Modeled and rigged multiple low poly animal and enviorment models used.
- UV mapped and textured complex fountain model.

BLADE / Team Lead, Programmer, Tech Artist, 3D Modeler
CURRENT ONGOING 2020, Pittsburgh, PA
- BLADE is a 3D, local multiplayer, arena fighter-styled game created in Unreal. It centers its combat system around character movement and interaction with the enviorment.
- Leading a team of 15 people to create this project; host weekly meetings to coordinate progress between departments and to share game related ideas.
- Created and led Unreal training sessions for beginners who are new to the engine in collaboration with CMu Game Creation Society.
- Created and led a 3D animation training session for beginner animators.
- Solo programmed the prototype for the game; also designed, modeled, textured, rigged, and animated combat character models.