



CHRIS QING QING ZHAO

3D ARTIST

SUMMARY

3D artist expert in hard-surface, organic modeling, and composition with multiple AAA titles experience.

- Experienced in environmental modeling, world building, animation, and simulation for various budgets.
- Skilled in PBR and hand-painted texturing and digital painting.
- Proficient displacement map workflow, photorealistic detailing.
- Strong ability to sculpt, simulate, animate and rendering.
- Sophisticated graphic design, box art, key art and printing executive skills

EDUCATION

BFA GAME DEVELOPMENT Academy of Art University | GPA 3.5 | 2018
Courses included: 3D Modeling, Organic Modeling, Elements of Digital Painting, 3D Animation, Prototype Game Production Studio, Texture and Light, Environment Modeling for Games

AA VISUAL COMMUNICATION & GRAPHIC DESIGN | GPA 3.3 | 2004
Raffles Design Institute | Shanghai, China

EXPERIENCE

FREELANCE ARTIST UBISOFT San Francisco. | 2018

- Responsible for organic/environment modeling and rendering
- Assisted senior lead artist for marketing campaign materials
- Worked titles: For Honor, Tom Clancy's The Division 2, Far cry New Dawn, Tom Clancy's Rainbow Six Siege.

ART INTERN Wargaming America, Inc. | 2017

- Responsible for vehicle/prop modeling and texturing
- Assisted art director for marketing campaign materials
- Worked titles: World of Tanks.

AWARDS

FINALIST Best Character Modeling | Spring Show | 2018

FEATURED GAME Game Developer's Conference | 2017

FIRST PLACE Prop/Vehicle Modeling | Spring Show | 2017

THIRD PLACE Boss Awards "Fled VS Flex" | 2017

FEATURED SHOWCASE Level Design "Sorcery" | Spring Show | 2016

LANGUAGES

English/Mandarin/Japanese

CONTACT

+1 (415) 509-9173
Itemking355@gmail.com
San Francisco Bay Area

PORTFOLIO

tinyurl.com/cqqzhao

SKILLS

Prop Modeling
Hard Surface Modeling
Environment Modeling
Organic Modeling
Digital/Clay Sculpting
PBR Texturing
Displacement map detailing
Cloth simulation
Hair/fur grooming
Digital/Hand Painting
Real Time rendering
Pre-Render rendering
Animation
Game Engine Integration
Graphic/Layout Design

SOFTWARE

Maya
Zbrush
3ds Max
Marvellous Designer
Houdini
Cinema 4D
Substance Painter
Photoshop
Unreal/Unity
Vray/Iray
Arnold
Marmoset Toolbag
Illustrator/InDesign
Premiere/Final Cut Pro
After Effects
Microsoft Office