

Xindi (John) Zhao

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OBJECTIVE

Motivated graduate student with four years experience of fine art painting, and knowledge in Maya, 2D character/environment concept design. Seeking for an opportunity in the game industry, contribute my skills in both 2D and 3D through an internship role.

EDUCATION

Academy of Art University | San Francisco, CA

Masters of Fine Arts, Fine Art Painting,

September 2016 - June 2020

Shanghai JianQiao University | Shanghai City, China

Bachelor of Fine Arts, Animation and Film,

September 2012 - June 2016

Polimoda Institute of Fashion Design and Marketing, Firenze, Italy

Università degli Studi di Firenze, Firenze, Italy

Study Abroad Program

March 2015 - July 2015

EXPERIENCE

Shanghai Songcai Company | Shanghai, China

Animation Scene and Character Design

June 2010 - August 2010

- Designed and create concept for characters and environment scenes in the game.
- Researched and collected references for character design, and created 3D character models in Maya.
- Organized 3D assets, built environment layout in game.

RELATED EXPERIENCE AND VOLUNTEER

The Spring Show 2019 | Academy of Art University | San Francisco

May 2019 - June 2019

“Market Street”

- A cityscape oil painting with a focus on certain times of the day, specifically sunrises and sunsets.
- My aim is to emphasis using warm tones to control and explore the temperature effects in the paintings.
- A documentation of the mystery of the environment and the beautiful changes throughout the different time of the day in city.

Study Program 2015 | Università degli Studi di Firenze | Firenze

March 2015 - July 2015

“Sycamore”

- Architectural concept design in Photoshop; 3D modeling, lighting and rendering in Maya.
- Design an independent building with the inspiration of technology and environmentalism.

“Revelation”

- Drew and designed the building plan of a church.
- Use multimedia to make the preliminary shape of the church, including a simple internal structure.
- Cooperation with the team, demonstrate leadership in design of the church.

SKILLS

Software: Adobe Photoshop, Adobe Illustrator, Autodesk Maya

Skills: Character Concept Design, Environment design, Modeling, Drawing, Painting

Language: Chinese, English