

Shirley

Zhaowen Peng

3D Generalist / Technical Artist

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Education

AUG 2020 - PRESENT

Southern Methodist University, Guildhall / Dallas, TX
- *Master of Interactive Technology (MIT) in Digital Game Development, Art Creation Specialization*

- Study on making 3d objects, 3d animation, visual effects, and other art for game development.

Team Game Project Worked on:

- Capstone game: *Keep keeper*
Role: Lead Artist - Defining the art style, art processes, scheduling of tasks, character design, modeling, texturing, rigging, animation, master materials

SEP 2014 - MAY 2018

School of Visual Arts / New York, NY - *Bachelor of Fine Arts (BFA) in Computer Art, Computer Animation, and Visual Effects*

- Study on 3d modeling, rigging, animation, lighting, compositing, and so on for the animated feature film industry.

Award:

- Dean's list (Term honor) 2015 FALL -2018 SPRING
- Outstanding Achievement Awards

Work Experience

SEP 2019 - MAR 2020

Chengdu BinGo Network Technology Co, Ltd,
Chengdu, Sichuan, China- *3D Character Artist*

- Make 3d game character for mobile game *Ys VIII Mobile, BLESS ETERNAL Mobile*, and so on...

SEP 2018 - MAY 2019

xLiminal. Inc, New York, NY- *3D Artist*

- Working on modeling and texturing of VR/AR products.
- Making python tools in Maya using python to speed up modeling.

JUL 2017 - AUG 2017

Chengdu Chocolate Cartoon Co, Ltd., Chengdu,
Sichuan, China- *3D Artist Intern*

- Character and prop modeling, texturing, and shading for animated feature film *Nezha(2019)*

Skills

- Procedural content generation
- Rigging
- Python tool creation
- Node based shader
- FX

Software

Game Engine:

- Unity
- Unreal

Scripting:

- VEX(Houdini)
- Python (Maya)
- C# (Unity)

3D modeling:

- Houdini
- MAYA
- Zbrush
- 3DS MAX
- Marvelous Designer
- UVlayout

3D Baking & Texturing:

- Substance Designer
- Substance Painter
- Photoshop
- Marmoset Toolbag3

Lighting & Compositing:

- Arnold
- Redshift
- Nuke
- After Effects