**ECHO ZHANG**

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(425) 647-3953 ezhang@c.ringling.com

**EDUCATION \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Ringling College of Art and Design**, Sarasota, FL

Bachelor of Fine Arts, Game Art (expected graduated date May 2022)

GPA 3.51/4.0

**GAME DEVELOPMENT and DESIGN EXPERIENCE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Environment Artist,** Ringling College of Art and Design, Sarasota, FL, 2019 - present

* Designed model and set dressing for puzzle and adventure games in sophomore year
* Used skills of Maya, Unreal Engine 4, substance painter, substance designer and Photoshop
* Worked as part of a 10-person team comprised of game developers, artists, and designers in sophomore year

**Concept Artist,** Ringling College of Art and Design, Sarasota, FL, September 2018 - December 2019

* Designed character and environment concept for adventure games
* Familiar with the whole concept design process in the game industry

**Level Designer/Game Designer,** Ringling College of Art and Design, Sarasota, FL, 2019-present

* Utilized psychology concept Flow in level design for adventure game, *Arcana,* in sophomore year
* Designed suitable gameplay for puzzle games and adventure games in sophomore year
* Developed enemy design, character design, and Boss design in sophomore year

**Programmer**, Ringling College of Art and Design, Sarasota, FL, 2019-present

* Programed for puzzle and adventure game with Unreal Blueprints in programming class
* Utilized Unreal Blueprint to created animation for adventure game characters in programming class

**OTHER EXPERIENCE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Mentor for Freshman,** Ringling College of Art and Design, Sarasota, FL, 2019-2020

* Offered daily and academic advice for freshmen to help them get familiar with college lives

**Teaching Assistant,** Good Wish Education, Hangzhou, China, 2019

* Offered academic advice on the portfolio for high school students who want to apply for art school in the United State
* Worked as an application counselor and offered application information for students and their parents

**AWARD and SCHOLARSHIP \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Dean’s Scholarships,** Ringling College of Art and Design, Sarasota, FL, 2018 - 2022

**President's List,** Ringling College of Art and Design, Sarasota, FL, 2018

**SKILLS \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Proficient in** Abode Photoshop, Adobe Premiere, Adobe Illustrator, Substance Painter, Autodesk Maya, and Microsoft Office Suite

**Basic Knowledge of** Adobe Audition, Substance Designer, Unreal Engine 4 and Zbrush