ZIHAN LIANG

3D Artist

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PROFILE

Passionate and highly skilled 3D Artist with a strong background in creating photorealistic organic and hard surface models. Experienced with advanced modeling software, rendering pipelines, and asset optimization.

EDUCATION

Savannah College of Art and Design

Master of Fine Art in Animation
2019-2023

Jilin University of the Arts

Bachelor's Degree in Oil Painting
2013-2017

SKILLS

- 3D Modeling: Expert in Maya, ZBrush for organic and hard surface modeling.
- Texturing & Shading: Advanced proficiency in Substance Painter, Photoshop for procedural texturing and physically based rendering (PBR)
- Photogrammetry & Photorealism: Experience capturing real-world data for photogrammetry and integrating it into 3D models.
- Optimization & Performance: Strong understanding of performance optimization for real-time environments without sacrificing visual quality.
- Collaboration: Adept at working with cross-functional teams, providing feedback, and iterating on creative vision.
- Self-Motivation & Initiative: Proven ability to self-manage projects, set priorities, and meet deadlines.

LANGUAGES

- English
- Mandarin

PROFESSIONAL EXPERIENCE

3D Artist
Ustrade Inc.
January 2024 – Present
- Created photorealistic 3D models, including hard surface and organic assets, using Maya and ZBrush, adhering to technical and creative direction.
- Optimized 3D assets for performance while maintaining visual fidelity in real-time engines such as Unreal Engine.
- Participated in iterative feedback sessions to continuously improve asset quality and meet project deadlines.

3D Artist
Lightspeed Studios
SCAD Sponsored Project | Mar – June 2023
- **Environment Design**: Blocked out and crafted a cut-scene level utilizing Lightspeed Studio proprietary prop assets.
- **Meta Human Customization**: Personalized Meta Human character model by incorporating skin, eye textures, and facial expressions through rigging and animation techniques.
- **VFX**: Developed a visually engaging cut-scene background using Unreal Niagara system.
- **Grooming Expertise**: Designed character hair cards for cut-scenes using Maya.

3D Artist
Environment Project - Huli-Jing
Personal Project | Sep 2022 – Oct 2023
- **Modeling & Texturing**: Created realistic 3D assets, including human characters, creatures, and environments, using Maya, ZBrush, and Substance Painter. Developed and implemented node-based material networks for accurate texturing and shading.
- **VFX**: Produced visual effects for environments using UE Niagara system. Implemented dynamic materials for foliage using UE material blueprints.
- **Grooming**: Created creature fur with XGen and human character hair using hair cards.
- **Rigging & Animation**: Rigged characters for animation and designed character and environmental animations that adhered to narrative and visual requirements.

3D Artist
Published Game - Shattered Legacy
Collaborative Project | Sep 2022 - Jun 2023
- **Description**: Contributed as a team member in the development of "Shattered Legacy". My role encompassed both visual effects and environment artistry, ensuring high-quality game visuals.
- **Environment Design**: Tasked with creating asset props and laying out scenes, enriching game environments with detail and promoting player immersion.
- **VFX**: Created pass-through effects using dynamic materials and the Niagara system. Developed wireframe outline material for post-process box.

3D FX Artist
Game Tech: Real-time Particles – Weapon & Jellyfish
Personal Project | Mar-May 2022
- **Description**: Completed individual projects designing attack effects for firearms and magic wands. Involved 3D modeling, particle systems, and implementation of Projectile FX using Blueprints.
- **Firearm Effects**: Developed realistic attack effects for firearms, including detailed particle effects such as flames, smoke, and sparks. Utilized particle system and dynamic material.
- **Magic Wand Effects**: Designed attack effects for magic wands, featuring dynamic visuals like magical surges, changing lights, and spell casting. Applied particle system and animation techniques to make magical VFX to life.