

HAOTIAN ZHANG

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EDUCATION

University of Southern California, Los Angeles, CA

Expecting Aug. 2024

MA East Asian Area Studies | BA Interactive Media and Game Design

- Joined as **Progressive Degree Program** during undergraduate senior year, with a GPA of 3.8
- **Dean's Scholarship** and Honor Candidate of Full-Tuition Scholarship. (**Top 2%** of all admitted)
- Joined 10 **Student Game Jams** as producer or art lead, and won Best Game Design on 2019 MEGA student Game Jam

SKILLS

Game Art: Maya, Substance Painter, Photoshop, Figma, ZBrush, RizomUV

Tech Art: Unreal Engine, Unity, Substance Designer, Niagara, World Machine, Gaea, Bridge, Metahuman, Houdini

Production: Jira Software, Codecks, Notion, Discord, Slack, Google doc/sheet, Perforce, Microsoft Office

Language: Mandarin, Japanese, English, Basic Korean

Coding: Blueprint, C++, C#, JavaScript

EXPERIENCE

Sorelle – 3D Unreal Engine 5 Stylized Adventure RPG Game in USC AGP

Los Angeles, CA

Art Producer/General Technical Artist

May 2023 – May 2024

- Authored a 40-page art bible elaborating the stylized PBR pipeline to equip the entire team with necessary production knowledge
- Oversee art team of 16 through Notion and Perforce, consistently giving constructive feedback, directing next steps, and communicating clear goals and outcomes
- Create level design tools to provide convenience to designers like vertex color paints and variation decals
- Adopt modular design to make iterations of completing environment faster
- Code complex shaders in Blueprint and Substance Designer to reach a stylized hand-painted visual in game

Manas – 3D Unreal Engine 5 Action RPG Game in USC AGP

Los Angeles, CA

Art Producer

May 2022 – May 2023

- Authored a 60-page art bible elaborating the Unreal Engine 5 pipeline to equip the entire team with production knowledge
- Created the mountain vista and terrain with Gaea, Megascan, Mixer and Unreal 5
- Collaborated with another Tech Artist from Champlain College to implement the moveable grass system
- Utilized Codecks and Perforce to formulate strategies and engage collaboration with a 15-member art team, working collectively to accomplish game goals
- Accelerated 3D production by pioneering cutting-edge tools like Megascan, Metahuman, PBR render flow and Mixamos
- Received interviews from NBC, Kyrgyzstan National TV about student games that revive culture history

Octi.com (Ultraviolet) – West Hollywood Augmented Reality Pioneering Game Studio

Los Angeles, CA

Game Designer/UX Designer Intern

Jun. 2022 – Aug. 2022

- Explored AR streaming concept that transforms traditional money-gifting to game-based gifting, improved audience engagement
- Shipped the elaborate pitch deck, including core mechanics and gifting details, and got selected to develop into a final product
- Designed the full game prototype in Figma to break down the abstract AR concept into intuitive game features
- Refined user interface to optimize player experience through playtesting and receiving feedbacks

Charon - 3D Narrative Adventure Game in USC AGP

Los Angeles, CA

3D Environment Artist

Jun. 2021 – May 2022

- Collaborated with student-based team of 29 members to ship a Greek mythology-based narrative game in one year
- Built 20+ modular stylized environment props: rocks, columns and statues through Maya, ZBrush and Substance Painter
- Planned out trim sheets to save rendering time and add modularity to game
- Unified all the material style by creating an export template in Substance Painter
- Adjusted attributes in Unity Engine and laid out modular assets, skybox and shaders to finish scene