

HAOTIAN ZHANG

Technical Artist | Environment Artist

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EDUCATION

University of Southern California, Los Angeles, CA

Dec. 2024

BA Double Major - Interactive Media and Game Design & East Asian Language and Culture

- **Dean's Scholarship** and Honor Candidate of Full-Tuition Scholarship. (**Top 2%** of all admitted)
 - Joined 8 **Student Game Jams** as producer or art lead, and won Best Game Design on 2019 MEGA student Game Jam
- MA East Asian Area Studies
- Joined as **Progressive Degree Program** during undergraduate senior year, with a GPA of 3.8

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

Language: Mandarin, Japanese, English, Basic Korean

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

EXPERIENCE

Amazing Season Games – Industry-leading Online Triple-A Game Company Featuring *Mecha Break*

Zhuhai, China

Technical Art Intern (Shader and Tool Development)

Jun 2024 – Aug 2024

- Collaborated with *Mecha Break* art and engineer team to identify necessary tools for the workflow to deliver features on time
- Designed a demo scene featuring Unity HDRP pipeline, showcasing procedural tools created with Houdini in VEX language
- Developed, tested and debugged tools for Blender-to-Unity pipeline with Python, C# and C++ to manage workflow and assets
- Optimized graphic performance by customizing Unity HDRP shader to render massive meshes with variations

Sorelle – Unreal Engine 5 Stylized RPG Game in USC AGP (PPG GOTY2024 Best Student Game Nominee) **Los Angeles, CA**

Art Producer/General Technical Artist (Shader, Pipeline and Tool Development)

May 2023 – May 2024

- Authored a 26-page technical art bible elaborating the stylized PBR pipeline to equip the entire team with necessary production knowledge
- Oversaw art team of 16 through Notion and Perforce to generate art both on time and in good quality
- Created level design tools to provide convenience to designers like vertex color paints and variation decals
- Adopted modular design to make iterations of completing environment faster
- Coded complex shaders in Blueprint and Substance Designer to reach a stylized hand-painted visual in game

Manas – Unreal Engine 5 Action RPG Game in USC AGP

Los Angeles, CA

Art Producer (Blueprint Scripting, Pipeline, Shader and Terrain)

May 2022 – May 2023

- Authored a 60-page art bible elaborating the Unreal Engine 5 pipeline to equip the entire team with necessary 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
- Oversaw art team of 15 through Codecks and Perforce to generate art both on time and in good quality
- 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 (UI/UX and Design)

Jun. 2022 – Aug. 2022

- Explored an AR streaming concept that transforms traditional money-gifting to game-based gifting, improving 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