



Yitian Zeng

Artist and Designer

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SKILLS

- Engine: Unity, Unreal
- Tools: Adobe Photoshop, Illustrator, Maya, Substance Painter, 3DCoat, Sketch, InVision, etc.
- Programming Languages: Visual Scripting, HTML | Basic: Swift

WORK EXPERIENCE

- **Walmart Inc. -SamsClub.com | Product Designer CA** Sep 2018 - Present
Platform: Unreal, Xcode, Maya, Invision, Sketch, PhotoShop, Illustrator, etc.
 - Driving all the design efforts for their special programs around enterprise and consumer space.
 - Designed and Implemented apps across platforms such as AR, VR, Mobile and the Web.
 - Created an Animated experience to mimic their storefront.
 - Created a recording system to analyze engine workflows and make a visual representation to the business leads.
 - Eased their design iteration by incorporating wireframe, flows, compass, and prototypes based practices.
- **Archifiction Inc. | 3D Artist Utah** Sep 2017 - Sep 2018
Platform: Unreal, Maya, Substance Painter, Photoshop, Illustrator
 - Live Concepting, Design, and Creation of 3D Art assets for a Virtual Reality environment based on changing client requirements.
 - Material manager for all their 3D assets.
- **Therapeutic Games & Apps Lab | 2D/3D Artist Utah** Jan 2016 - May 2017
Platform: Unreal, Unity, Maya, 3DCoat, Photoshop, Illustrator
 - Lead Designer and Creator for their health management mobile app and helped them build 3D and UI assets along with wireframe and video-based concepts.
 - Research candidate to drive proof of concepts around their VR/AR technologies.
 - Built their Avatar customization app to allow users to intuitively compare their body with a virtual character real time.
- **Ludaxx LLC | Graphic Designer Utah** Jun 2014 - Feb 2015
Platform: Photoshop, Illustrator, InDesign
 - Plan concept by studying information about materials, and commercial packaging design.
 - Illustrate concept by designing a rough layout of the requirement incorporating easy to read metrics such as arrangement, typography, style and related aesthetic information.
- **Catalyst Magazine | Graphic Design Intern Utah** May 2014 - Sep 2014
Platform: Photoshop, Illustrator
 - Used typography and modern magazine layout style to create their event poster.

EDUCATION

- **University of Utah, M.S. in Gaming** May 2017
Entertainment Arts & Engineering
 - Coursework in game design, interactive entertainment art, virtual reality, and mobile apps.
- **Kansas State University, B. A. in Digital Media & Sculpture** Dec 2013
 - Coursework in graphic design, digital media design and 3D sculpture