



# Yitian Zeng

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## SKILLS

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

## WORK EXPERIENCE

- **Walmart Inc. -SamsClub.com | Product Designer CA** Sep 2018 - July 2020  
*Platform: Unity, Xcode, Blender, Maya, ARkit, Adobe Creative Suite, 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, and Mobile application.
  - 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.
- **Archfiction 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