

# Isabella Zhang

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I am a dynamic and passionate individual with a proven track record of developing and delivering successful animation and game projects. Having some knowledge in fields not just drawing, I am versatile in multiple areas of production and apply my skills to any challenge.

## Professional Experience

JUN '23 - AUG '23

**Concept Artist Intern** | Scopely, Boundless Studio, Culver City, CA

- Designed characters and costumes, worked with Maya and Marmoset for loading screen illustration for the game Marvel Strike Force

FEB '23 - MAR '23

**Lead Unity Animator** | Stone Gate Studio, Los Angeles, CA

- Created 2D Rigs for the assets provided by other artists for the game Purrfect Journey's earliest development phase
- Animated skills from various characters
- Managed tasks and deadlines for the animation team, instructed basic Unity animation knowledge

JAN '23 - APR '23

**Character Designer, Unity Animator** | ArtCenter - Project Chu Mo the Exorcism Exam, Pasadena, CA

- Created character and monster designs in the earliest development phases
- Created 2D Rigs for characters in Unity, animated character-focused cutscenes directly in Unity

## Education

EXPECTED GRADUATION APR '24

ArtCenter College of Design, Pasadena

## Skills

Character Design

Project Management

Visual Development

Strong Communication

Open-Minded

Rigging

## Awards

Nominated Best Live Action Award from IndieCade 2023, ChuMo: The Exorcism Exam

Best Theme Award, ArtCenter Game Jam 2023

Best Art Award, ArtCenter Game Jam 2022

1st Place of high-school division (12th of post-secondary division), 24-hour animation 2019

## Software

Adobe Photoshop, Adobe Substance Painter, Blender (Basic Riggings), GitHub, Marmoset, PixelOver, Procreate, Spine2D, Unity

## Volunteer Experience

### SEP '23 - PRESENT

**Producer, Art Lead, Rigger** | Underneath Tehom, Pasadena, California

- Coordinated a team of 9 artists in their respective fields to produce art assets under the cohesive style Established overall project schedule based on individual task estimates.
- Managed and kept track of tasks and timelines for the entire art team, implemented effective time management skills to meet deadlines without compromising the quality of work
- Delivered the final pass of every in-game character to keep the style consistent
- Cleaned up asset renders from artists and made sure the layers were cut to be animation-ready
- Created rigs for a diverse range of in-game characters in Spine2D, including skin system

### JAN '23 - APR '23

**Character Designer** | On the Road, Pasadena, California

- Created character designs and renders, character walking animations
- Created visual development for environment background paintings and game cover art

### SEP '21 - JAN '22

**Character Designer** | Abaddon, Pasadena, California

- Delivered character & prop designs, character turn-arounds, cutscene illustrations

### JAN '22 - PRESENT

**Art Director, Character Designer** | Past Game Jams, Pasadena, California

- **Ludum Dare 53**, Bad News Bear - Solo artist, visual development, character design, character emote sheets, UI design, cover art
- **ArtCenter Game Jam 2023** - Intracranial Symphony - character design, hand-drawn character animation
- **Ludum Dare 51**, Stella Brown and the Curse of the Grocery Witch - Art directing, visual development, hand-drawn character and creature animations, ending cinematics
- **Cozy Autumn Game Jam 2022**, Everfall - Art directing, character design, cover art, hand-drawn character walking animation
- **Brackey's Game Jam 2022**, Super OP 9000 - Solo 2D artist, visual development, character design, storyboard cutscenes, character movement and UI sprites
- **ArtCenter Game Jam 2022**, Rhythm Nightmares - Solo artist, visual development, creature design