

Wechi M Chang

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Objective

To obtain a position as a concept artist and create effective visuals in cooperation with a team to advance player-focused games.

Skills

Concept art, character design, 3D animation, 2D animation, 3D modeling and sculpting

Software: Adobe Photoshop, Autodesk Maya, ZBrush, Unreal Engine 4

Work Experience

Berkeley University Internship

- Designed and tested client-focused ergonomic exoskeleton arm for patients with muscular dystrophy
- Worked both alone and in cooperation with other researchers to improve the design

Education

Purdue University, West Lafayette

Expected 2018

Bachelor of Science in Computer Graphics Technology
Minor in Art and Design

CGT 345 – Game and Simulation Development

- Produced concept art for a game
- Modeled, lighted, and constructed levels for game purposes
- Cooperated in a team environment to develop a game

CGT 445 – Video Game Design & Development

- Produced concept art for an adventure game
- Animated characters and enemies
- Iterated animations and concepts incorporating feedback