

ANDREA ZHANG

WORLD-BUILDING • ENVIRONMENT DESIGN

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EXPERIENCE **Concept Artist at Activision**

Santa Monica, CA

May 2019 - December 2020, March 2021 - Present

- Create visual target 2d/3d concept art, keyframes, and pitchdecks with Central Art team to explore visual direction for internal incubation projects.

- Collaborate across ABK studios to support production art for Call of Duty, Crash Bandicoot, and Diablo IV.

Freelance Concept Artist at Base FX

Los Angeles, CA

January 2021 - March 2021

- Visual Development, environment design for animated feature film.

Art Director on Ginkgo

USC Advanced Games Project

September 2019 - May 2020

- Developed an art bible and created concept art, annotated paintovers, and extensive research to unify visual design, lighting, environments and creatures.

Freelance Concept Artist at Universal Studios, Eighth Mind

Universal City, CA

June 2017 - November 2017

- Visual Development, environment design for animated feature film.

EDUCATION **ArtCenter College of Design**

Pasadena, CA

B.S. Entertainment Design (Concept Design), 2016 - 2020

Kazone Art Academy

Irvine, CA

Entertainment Design, 2014 - 2015

SKILLS **Visual Development & Worldbuilding**

- Environment Design, Set Design, Narrative Keyframes
- Establishing mood with strong Light/Color
- Stylistically adaptive

Collaborative Work

- Excellent verbal communication and presentation skills
- Organized with attention to detail
- Experienced working in a team under tight deadlines

Tools

Adobe Photoshop, Adobe Indesign, Zbrush, Google Sketchup, Blender 2.8, Trello

* REFERENCES AVAILABLE UPON REQUEST. *