Name : Zheng Fang (Aaron Fang)

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EDUCATION

University: Jiang Nan University Art Academy

Major: Art Design

Grade: Bachelor

SPECIALTIES

- Next-Gen high quality character modeling and texturing

- Experience on UDK light and material system

- Maya mel and python language foundation

- Solid knowledge on human anatomy

- Very good traditional art background

- Decent English, comfortable with reading, writing and speaking. Have co-develop experience at UK and Canada.

SOFTWARES

Maya, 3DSMax, ZBrush, Marvelous Designer, PhotoShop, BodyPaint, UDK

WORKING EXERIANCE

Join the game industry since 2005. 8+ years of working experiences in game industry as senior artist.

2005.7 - 2008.11   Senior Artist at Gamestar (Outsourcing Company)

I started as a junior artist and participated in various of AAA projects, such as: Midway Black Site Area 51, Midway Strangle Hold, EA Medal of Honor Airborne, Turok, Narnia – Prince Caspian.

After 2 years, I became a senior artist, My duty was to create high quality art assets for AAA projects.

Then I started to help art team (Shanghai and Wuhan Team) to setup more efficient pipeline, share tips&tricks to improve software usage, and control art quality.

In 2007 and 2008, I went to TravelsTales Studios (in UK) and Propaganda Studios (in Canada) , and worked there for a short time.

2008.11 - 2011.7   Lead Artist at Disney Interactive Studios (Shanghai)

During this time, I started learning to be a team leader. My main task was to involve in every aspect of the entire development, from concept phase to assets finally show in game. Help art team to setup quality bar and pipeline, work with game designers to figure out assets usage and priority, work with engineers to solve various problems related to art team, work with project manager to allocate artists and calculate deadline.

Share work experiences and tricks with art team by presentations.

In Cars2 project, I have learned agile development from former Ubisoft producer and scrum master, and use to manage the art team.

Projects I have participated in: Turok2, Pirate of the Caribbean - Armada of the Damned, Tron2, Cars2 Wii/DS

2011.7 - 2012.3   Senior character Artist at Tencent Shanghai (Boston Studio)

I started to work with Boston Studio Team, participated in a magical MMORPG game. At first I was involved in some next-gen monsters and characters creation. Then, my duty was to improve in-game lighting, materials and color grading of some scenes.

Daily email and weekly Video Conference with Boston art team.

2012.3 - present   Senior Character Artist at Tencent Shanghai (Aurora Studio)

Participated in a Chinese style MMORPG game. My main responsibility is to make high quality next-gen characters (Monsters, Playable characters and Boss of the game).

In the milestone of early of this year, I have responsibility for improving in-game character lighting and material (work with graphic engineers).

PROJECTS HAS WORKED ON