



Xindi Zhang

Visual developer, Illustrator, Concept Artist

Contact

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Address: 2 college st mailbox#2070,
Providence, RI, US

Skills

Illustration

character design

environment design

Video editing

Intermediate 3D modeling and texturing

Animation

UI design

Software

Advanced: Adobe Photoshop, Illustrator,
Premiere

EasyPaintTool SAI,

Microsoft suite

Sketch

Invision

Intermediate: Zbrush

Autodesk Maya

Substance Painter

Unity Engine

Language

Fluent in English and Mandarin

Education

Rhode Island School of Design

BFA in Illustration 2017-2020

Summer Program in New York Academy of Art, received
full scholarship

Experience

Freelance Concept Artist | The Deep End Games |

2019 Sep - present

Designing characters and environments for an unannounced
project

Freelance Illustrator | Magnetic Dreams | 2019 June-Sep

Created character puppets for three episodes of the online
series, POWER LEVELS

Digital Artist Internship | Hasbro.Inc | 2019 June-Aug

Designed icons and assisted research for an unannounced
commercial application

Created user interface for an unannounced game application

Animator | Shooka Afshar | 2018 Dec -2019 March

Created background animations for the concert of the Iran
singer Shooka Afshar, which was held in Museum of Fine Arts
Boston

**Concept and Production Artist | Brown/RISD Game
developers | 2017 Feb-2019 May**

Created 2D and 3D concepts and assets for various indie
games