Zichen Guo

Visual development Designer

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Pasadena, CA

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# JOB TARGET

Seeking a position as a character designer or environment concept designer at film and television animation design and production companies, game design production companies.

**SUMMARY**

Visual Development Designer with experience in character and environment design, Strong communication and teamwork abilities, with a clear thinking expression and innovative approach to design.

**SKILLS**

Proficient in drawing software such as Photoshop Sai

Skilled in environment and character design

Familiar with 3D software like Maya and Zbrush

Fluent in Chinese and English

**EXPERIENCE**

## Perfect World Co.,Ltd, Beijing China *- animation character design*

June to October 2018 -

* Designed characters and props for the animated series "Guardians of the Universe"
* Created character sketches and refined props according to the script
* Communicated and collaborated with the 3D modeling department
* Collaborated with clients to develop character and environment

**Freelance Experience**

Visual Development Designer, Freelance

* designs for various animation, advertising, and gaming projects
* Utilized drawing software such as Photoshop Sai and 3D software like Maya and Zbrush to create high-quality designs that met client specifications
* Managed project timelines, communicated with clients regularly, and adapted to changing project requirements to ensure timely completion of deliverables

**EDUCATION**

## ArtCenter College of Design，Pasadena, CA *- undergraduate*

January 2019 - May 2023

## Beijing Film Academy, Beijing ，China *- undergraduate*

September 2015 - September 2019