Chen, Weizhong

陈维中

DESIGNER /ARCHITECT /GAMER

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EDUCATION

New York University 2019 - 202

Master of Art in Game Design

Pratt Institute 2014 - 2019

Bachelor of Architeture B.Arch Deans List & Graduate with Best Honor

LANGUAGE

Mandarin Native English Fluent

German Intermediate

SOFTWARE

Maya Unity

Photoshop Unreal 4

Substance Suite Game Maker

ZBrush Rhino Vray Revit Maxwell C#

SKILL

PBR Work Flow Level Design

Stylized Asset Architecture Design

Modular Asset Physical Model

Environment Design Sketching

WorldBuilding Virtual Reality

Procedural Material Lighting



WORK EXPERIENCE

Game Application in Architecture Resarcher

Pratt Institute - NY. US Jan. 2018 - May. 2018

-Participate entire process in topic research

-Produced a workflow for architecture student to implement AR in their design

-A digtial and a boardgame produced during the process

Intern - Designer

NoArchitecture - NY. US May. 2017 - July. 0217 - Participate the entire process of an overseas competition from schematic design, visualization and presentation

Intern - Designer

RA Architecture - Shanghai. China May.2016 - July. 2016 - Participate in schematic design and final presentation to the client

AWARD

Pratt Institute

-Graduate with Best Honor

From 2014 - 2019:

-President List

-Design Projects all archived

-Scholarship