

NOVA ZHANG

CONCEPT DESIGNER - ENVIRONMENT

SYDNEY



Hello! I'm Nova, an Environment Concept Artist in Sydney with a Bachelor's degree in Digital Design and a Master's degree in Animation, Games, and Interactivity.

I have worked with major industry players such as NetEase and Bilibili, contributing to creative projects as a concept artist. My role involved collaborating closely with the art director to deliver high quality environment concept artwork while fostering efficient cross-functional team communication.

+61-420-938-868

yuzhang.art.123@gmail.com

My Website

Skills

Creative Solutions

Project Management

Communication

Attention to Details

Concept Design

Environment Design

Visual Development

Layout and Composition

Level Design

Storyboard

Mood board

Photoshop

Blender

Maya

TouchDesigner

Education

RMIT University

Melbourne, VIC

2019-2021

Master of Animation,
Games and Interactivity

- Manage and developed feminism and social issue focused animation "Period", viewed over 100k on social media platform.
- Directed by Dr. Chris Barker on Slow Game's research project and developed prototype. [Download Thesis](#)

Griffith University

Gold Coast, QLD

2017-2019

Bachelor of Digital Design

- Independently managed multiple digital design projects from start to end.
- Demonstrated strong skills in concept development, storytelling and emotional narrative through digital drawing and 3D animation.

Shandong University of Arts

Shandong, China

2014-2017

Bachelor of Visual
Communication Design

Experience

Graphic Designer

03/2023-07/2024

Phytologic Pty. Ltd

- Cross-functional Collaboration:** Worked closely with marketing, product development, and supply chain teams to deliver effective and accurate label/unit carton designs, aligning with NPD briefs and brand guidelines.
- Project Management:** Coordinated with suppliers to ensure timely delivery of design outcomes, demonstrating strong project management and communication skills.

Concept Designer

01/2022-03/2023

Freelance

- Independent Project Management:** Managed the entire creative process, from initial client briefings to final delivery, ensuring deadlines were met while maintaining a high standard of quality.
- Collaborative Work:** Partnered with clients to translate their vision into polished digital art, maintaining open communication and iterating on feedback to achieve the desired outcome.

Concept Designer (Intern)

09/2021-12/2021

Bilibili Group

- Creative Collaboration:** Worked with cross-functional teams to generate and refine creative concepts for mobile game project.
- Environment Concept:** Produced high-quality environment concept art that seamlessly integrated with game mechanics and level design, demonstrating a strategic approach to visual storytelling.

Concept Artist (Full time)

12/2020-09/2021

Concept Artist (Intern)

09/2020-12/2020

NetEase Group

- Visual Development:** Developed an animation style guide and contributed to a popular animation series from inception to completion.
- Artwork Delivery:** Delivered high-quality artwork by effectively communicating with the animation director and composition artist under tight deadlines.