

# 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.

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[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

**Phyologic 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.