

XINHAO ZHOU



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www.xinhaozhou.com

CHARACTER ARTIST | CG ARTIST

SKILLS

Technical Art
3D Character Animation

3D Modeling
Texturing

Lighting
Grooming

Rigging
VFX

SOFTWARE

Unreal Engine
Vray
Arnold

Maya
Houdini
Zbrush

Xgen
After Effects
Photoshop

Marvelous Designer
Substance Painter
Mari

EXPERIENCE

Aug 2025- Now
NewYork, US

DAEDALIA, INC | 3D Character Artist & Art Director

- Led art direction and created AAA-quality real-time characters, establishing pipelines and visual standards for an AI companion product
- Collaborated cross-functionally to deliver character systems that enhance storytelling and user engagement

Aug 2024- Aug 2025
NewYork, US

DREAMWORLD REALITIES, INC | 3D Character Artist

- Created character modeling for the game
- Created texture and test lookdev in Unreal Engine

June 2023- Sept 2024
NewYork, US

Ingenuity Studio, LLC | CG Generalist & Character Artist

- Created human and creature modeling for movies and TV series
- Created texture and test lookdev in houdini
- Created blendshape and clean up the scan modeling

Projects

- Marcel, Extrardinary, The Front Room, The Watchers, Maybelline, Tamago, Portals, ICK, Horizon

Sept 2021 - Jan 2022
Beijing, China

Tencent Co., Ltd. | Technical Artist Intern

- Created Shaders and Blueprints using Unreal Engine for various projects
- Designed and produced FX using the Niagara system

May 2021 - Aug 2021
Hangzhou, China

Netease Network Co., Ltd. | 3D Character Artist Intern

- Created 3D characters and weapons in game projects
- Textured assets and rendering using Unity3D

EDUCATION

Sept 2020 - May 2023
New York, NY

School of Visual Arts
MFA Computer Arts

Feb 2018 - Dec 2018
Busan, South Korea

Dongseo University
BE Digital Content

Sept 2016 - May 2020
Wuhan, China

Zhongnan University of Economics and Law
BFA Visual Communication and Design