

Candy Zhu

Narrative Designer/Animator

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Summary

My passion is being a writer. My aim is to make relatable fictional characters. My biggest goal is to create life changing impactful stories. I'm confident as an individual but I work best in teams. I love being inspired by other artists. I am eager to learn and grow as an individual to create the strongest, most impactful product.

WORK HISTORY

Oct 18 - Dec 18 **Restaurant Team Member** Ramen Kyoto Bethpage, NY

Responsibilities include: Cashier, Customer service, Fillings orders, and Dish washing.

EDUCATION

Aug 19 - Present **Pratt Institute** New York, NY

A.O.S. Game Design and Interactive Media

Sep 17 - Jun 19 **Old Bethpage John F. Kennedy High School** Plainview, NY

Attending AP English and AP Computer graphics

Graduated with Advanced Regents Diploma

Sep 15 - Jun 16 **Newtown High School** Elmhurst, NY

Focused on mostly art and english

Awards


Nassau Country Art supervisors Association award (2019)
ArtsConnection Certificate (2017)

References

Available upon request

SKILLS

Photoshop: 


After Effects: 

Clip Studio: 

ibispaint: 

Maya: 

Twine: 

Garageband: 

Unity: 

LANGUAGES

Chinese and English

PROJECTS

Hirō-Sama and Beastie
Board Game (Beta version)

Responsibilities include:

Writing the rule book, Brainstorming ideas/mechanics, and creating basic story intro.

Guardian Angel
Animation (Class Project)

Responsibilities include:

Brainstorming, Storyboarding, Animatic, and Finalizing Animation.

Shards of Happiness
2D Platform Game (Beta Version)

Responsibilities include:

Programming, 2D pixel art, Brainstorming, and Playtesting.

My Fellow Companion(s) *Twine Game (Beta Version)*

Responsibilities include:

Brainstorming, Writing, Storytelling, and Playtesting.