

# Danna Zhang

Visual development artist, Concept artist, and Illustrator

**Location:** Los Angeles

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**Portfolio:** [www.dannazhang.com](http://www.dannazhang.com)

## EDUCATION

**Master Art of Animation and Illustration**

Savannah College of Art and Design (SCAD),

**Bachelor Fine Art of Animation**

Communication University of China (CUC), Beijing, China

## WORK EXPERIENCES

**Lead Concept Artist (Current)**

Funplus, Los Angeles & ShangHai , May 2018-Current

Create concept art for mobile game: Design Island. Work with all the artists to best determine concept art and art style. Review and provide feedback for character, background, animation and UI team.

**Concept Artist**

DreamEast Pictures, Los Angeles, October 2017-May 2018

Create bluesky Character and environment designs

**Concept Artist-Freelance**

Roger.tv, Los Angeles, January 2018-June 2018

**Designer/Concept Artist**

Psyop, New York, March 2017-July 2017

**Illustrator-Freelance**

A Celebration of Chinese Opera, Washington D.C, 2015

## HONORS & AWARDS

3x3 Magazine, Merit Award No.15, United States, 2018

The Red Dot jury awarded, Red Dot Award: Communication Design, Germany, 2017

ADAA 2017 Semifinalist, Adobe Design Achievement Awards, United States, 2017

CQ50: Runners-Up, Creative Quarterly NO.50, United States, 2017

Invitation award, SCAD International Student Services Office (ISSO), Savannah, GA, 2015

Finalist Frize, Independent Animated Film Festival of China, Beijing, China, 2011

Scholarship, SCAD Honors Grad Scholarship, GPA: 3.90, 2014-2017

## EXHIBITIONS

‘Far from Home’ juried exhibition’ Alexander Hall Gallery, Savannah, GA, 2015

‘A Celebration of Chinese Opera’ Katze Arts Center, Washington DC, 2015

## SKILLS

**Software:** Photoshop, Maya, Zbrush, Premiere, After effect

**Traditional:** Pencil, Color Pencil, Watercolor, Pen and Ink

