

ZHUO "D" DAI

GAME UI/UX ARTIST

zhuodart.com

CONTACT



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<https://www.zhuodart.com/>

SOFTWARE SKILLS

- Photoshop / Illustrator
- AfterEffect / Premiere
- Adobe XD / Figma
- MAYA / 3DS MAX
- Unreal Engine 4 / 5
- MIRO / JIRA

FOCUSED AREA

- UI/UX Design
- Motion graphic design
- Special Effects(Unreal/ Aftereffect)
- Illustration
- Animations

EDUCATION

SMU Guildhall

Master of Interactive Technology

Award - Thesis Honors Award winner.

Zhongnan University of Economics and Laws

Visual Communication Design

LANGUAGES

English

Chinese (Mandarin)

PROFILE

I'm Zhuo Dai or "D", a UI and 3D artist with over 3 years of experience in motion graphic design for games. Proficient in Unreal Engine 4/5, 3DS Max, Maya, and the Adobe Creative Cloud Suite, I thrive in collaborative environments where I can communicate and iterate ideas effectively. As an extrovert, I excel in team settings and am dedicated to staying current with industry trends and continuously learning new skills and techniques.

SHIPPED TITLE

Asurya's Embers | UI artist/Animator | SMU Guildhall

Unreal Engine 5 | PC/Console | 22 Developers | [Steam](#)

Jun - Dec 2023

- Responsible for transforming gameplay ideas into eye-catching UI designs for the "Asurya's Embers".
- Organisation and documentation from the beginning to the end of a task.
- Help implementing the UI assets into the game as well as helping out setting up some blueprints in the engine.
- Actively participate in creative meetings providing ideas to produce high-quality UI assets.
- Work with a cross-disciplinary team and partner with different groups to produce best assets.

SeaFeud | UI artist/Character Artist | SMU Guildhall

Unreal Engine 5 | PC/Console | 48 Developers | [Steam](#)

Jan - May 2023

- Did the concept design and the modeling for the game "SeaFeud" on Steam.
- Did the UI design and the UI implementation at the later stage of production.

PERSONAL PROJECT

Asurya's Embers UI Overhaul | UI design/Motion Design

After Effect | PC | [Youtube Link](#) | [Breakdown](#)

Jan - Mar 2024

- Focusing on designing the UI in a different style.
- Achieving different motion effect in After Effect to demonstrate game feature.

Myth Weaver | UI artist/Generalist

Unreal Engine 5 | PC | [Youtube Link](#) | [Breakdown](#)

June 2023 - May 2024

- Experiencing the art pipeline from initial concept design to in-game set up.
- Getting Awarded for the Student Honor for Art Creation

Kneedle Knight UI Overhaul | UI Design/Motion Design

After Effect | PC | [Youtube Link](#) | [Breakdown](#)

June 2023 - May 2024

- Focusing on designing the UI for the mobile game users.
- Achieving different motion effect in After Effect to demonstrate game feature.

WORK EXPERIENCE

Art lead for graduation project

Graduation project

Sep 2021 - May 2022

- Led the art team of 12, providing concepts and iterative feedback on environment design, animations and final render editing passes.
- Responsible for concept design, environment design, animation and final editing.

Art director

ZUEL Broadcast stations

Sep 2019 - May 2020

- Organized an event as the art director for the campus Broadcast station.
- Participated in program planning and making posters, Trailers, tickets for the promotion.
- The final scale is over hundreds of audience.