

# RENA HENG ZHI QI

## 2D/3D Generalist

I enjoy doing drawing and 3D modelling for games. I dabble in a lot of artistic hobbies like painting and crafting. I love gaming and reading in my spare time.

## Projects/Work Experience

### ART TEACHER, HEART STUDIO

December 2023 - Current

- Teaching children (ages 3+) how to enjoy and produce art

### GAME TESTER INTERN, K-ID

November 2023 – December 2023

- Testing games out for market research

### PHOTOGRAPHY ASSISTANT, LUNARWORKS

Mid-October 2023 – December 2023

- Assisted photographer with setting up lighting, sets, and taking care of clients.
- Looked after studio during client bookings.

### 3D MEDIA INTERN, ADVARIO ASIA PACIFIC PTD. LTD.

April 2023 - August 2023

- Modelled 3D environments for rendering and visualization.

### RESEARCH ASSISTANT, MINISTRY OF EDUCATION

June 2019 -July 2019

- Acted as a Design consultant regarding games for the Psychology Department

### OVERSEAS INTERNSHIP PROGRAM AT TRIDENT COLLEGE OF INFORMATION TECHNOLOGY IN NAGOYA, JAPAN.

October 2018 - December 2018

- Teamed up with students from Trident Computer College and Kajaani University of Applied Sciences to create a VR game for the HTC Vive using Unity
- Worked on building 3D environmental assets for the game and various props.

## Education

### BACHELOR OF FINE ARTS IN ANIMATION

Digipen Institute of Technology Singapore | 2019 – 2023

### DIPLOMA IN DIGITAL GAME ART AND DESIGN

Nanyang Polytechnic | 2016 - 2019

## CONTACTS

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<https://renahzq.wixsite.com/renaheng>

## SOFTWARE PROFICIENCIES

Adobe Photoshop

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Adobe Illustrator

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Clip Studio Paint

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Autodesk Maya

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3Ds Max

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Zbrush

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Unreal Engine 4/5

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Substance Painter

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Substance Designer

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Spine2D

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## LANGUAGES

English

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Chinese

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