

RENA HENG ZHI QI

3D Generalist

I am a 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

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

April 2023 - August 2023

- Modelled 3D environments for rendering and visualization.

3D ENVIRONMENT PROJECT, SCHOOL PROJECT

September 2021 - April 2022

- Modelled and UV unwrapped buildings and various props.

2D ANIMATION PROJECT, SCHOOL PROJECT

September 2020 - April 2021

- Producer
- Worked on backgrounds, lining and colouring frames.

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

DIPLOMA IN DIGITAL GAME ART AND DESIGN

Nanyang Polytechnic | 2016 - 2019

BACHELOR OF FINE ARTS IN ANIMATION

Digipen Institute of Technology Singapore | 2019 - 2023

CONTACTS

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SOFTWARE PROFICIENCIES

Adobe Photoshop



Adobe Illustrator



Clip Studio Paint



Autodesk Maya



3Ds Max



Zbrush



Unreal Engine 4/5



Substance Painter



Substance Designer



Spine2D



LANGUAGES

English



Chinese

