



YuXiang Zheng

Concept Artist

Concept artist with hands-on experience at TiMi Montreal, focusing on character design, cultural research, and visual development for game production.

✉ yz281667@gmail.com

📞 +1-4375575589

📍 Toronto, Canada

🌐 www.ryan-zheng-concept-a.com/

🌐 linkedin.com/in/yuxiang-zheng-131455204

SKILLS

Adobe Photoshop

Blender

Maya

Zbrush

Substance Painter

Toon boom Harmony

SOFT SKILLS

Strong communication

Problem-solving

Fast iteration

Time management

INTERESTS

Swimming

Video Games

Animation

Sketch

LANGUAGES

Chinese
Native or Bilingual Proficiency

English
Full Professional Proficiency

WORK EXPERIENCE

Character Design Internship Y2SGAMES.

06/2022 - 12/2022

Beijing, China

Achievements/Tasks

- Designed characters for mobile games.
- Effectively communicated with faculty and staff, accepting critiques and suggestions for improvement.
- Demonstrated strong work ethic, receiving positive feedback.
- I Divided in-game character art into different pieces to create puppet animations in Unity.
- I Provided clerical support, handling routine and special requirements.

Concept Artist Internship Iccgame

05/2022 - 11/2022

Beijing, China

Achievements/Tasks

- Engaged in visual development, collaborating with advisors to design projects.
- Participated in brainstorming sessions.
- Designed characters for games.

Concept artist Internship Timi Studio Group

05/2025 - 02/2026

Montreal Canada

Was planning for creating 3A Game development

Achievements/Tasks

- Conducted visual research and cultural development to support world-building and narrative direction
- Created high-quality concept art for characters, props, and interactive objects
- Collaborated closely with other artists and supported senior team members by providing visual ideas and production-ready design solutions

EDUCATION

Bachelor of Animation School of Visual Art New York

01/2019 - 12/2023

Concept Art for Entertainment George Brown College Toronto

09/2024 - 09/2025