

Knight Zhang

Illustrator and Concept Artist

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Concept artist with a lifelong passion for evocative storytelling through character design and world-building to create immersive spaces with lasting experiences.

Software & Skills

Photoshop	3d Studio Max	Substance Painter	Character Design	Motion Graphics
After Effects	Zbrush	Marmoset Toolbag	Prop Design	Graphic Design
Illustrator	3D Coat	Clip Studio Paint	Art Direction	Visual Development

Experience

Lead Concept Artist (unreleased) - *Protagonist Games* ————— December 2020 - present

- Worked with art directors, investors, and producers on multiple pitch decks, presentations, and deliverable packages
- Created character cast concepts, props, environment, UI, and game design mockups
- Acted as a consultant on art direction and visual appeal for a variety of internal projects
- Designed the internship curriculum structure that was then implemented company-wide
- Directed, mentored, and provided critique for interns, as well as junior and senior members of the art team

Contract Illustrator (unreleased) - *Elodie Games* ————— July 2020 - April 2021

- Pitched compositional sketches for promotional marketing illustrations
- Worked with the art director to ensure the splash was faithful to the in-game assets and skill mechanics for the characters currently under development for their project

Contract Illustrator - *Valve Inc.* ————— March 2020 - Aug. 2020

- Pitched compositional sketches for the promotional splashes that accompanied the DoTA 2 International Battlepass
- Worked with the art director and dev team to ensure the splash was faithful to the in-game assets and skill mechanics for the characters Windranger, Anti-Mage, and Queen of Pain

Marketing Artist - *One Tap Studio LLC.* ————— Aug. 2019 - Jan. 2020

- Pitched promotional packages for short term and long term marketing of the game and studio
- Illustrated a splash image and banners for *Planet Initium* to be used at their GDC 2020 booth
- Worked closely with the director, team leads, and writer to pitch, direct, and produce the opening cinematic for *Planet Initium*