ZEMING SUN

Concept Artist, Visual Designer, Filmmaker University of Southern California

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Portfolio:
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Core Skills

Art Direction
Visual Development
Concept Design
Animation pipeline / Film Production
Storyboarding
Character Design
Environment Design
Organic Modeling/ Texture
Lighting
Visual Effects
Motion Design

Softwares

Adobe Photoshop/
Premiere/AfterEffects
Maya
Blender
Zbrush
HoudiniFX
Substance Painter
Unreal Engine
Clip Studio Paint

Education

University of Southern California
Los Angeles, CA, US
Master of Fine Arts (M.F.A.)
Expanded Animation Research +
Practice
(Expected graduation May 2026)

Tongji University
Shanghai, CN
Bachelor of Arts (B.A.)
Environmental Design(Jun 2023)

Experiences

Student Assistant
University of Southern California
Los Angeles, CA
Jan 2025 - Present
Assist professors with classroom-related activities and prepare lessons

Game Animation Director
NetEase Games Thunderfire Group
Hangzhou, China
May 2024 - Aug 2024
Designed CG script and storyboards for Naraka, guided visual development, and coordinated production workflow.

2D Concept Designer
Shanghai Mybo Cultural Communication Co, Ltd
Shanghai, China
Jul 2021 - Sep 2021
Created mock-ups, assisted animation, and designed keyframes.

Teaching Assistant
ART703 Education
Jul 2019 - Aug 2020
Shanghai, China
Demonstrated drawing techniques and assisted in classroom instruction.

Projects

Naraka Game, NetEase
Game Animation
Styleframes, Storyboard, lighting

Floraspira: Ash
3D Animation, (2025, wip)
Director, Concept Artist, 3D Modeller,
3D Animator

Floraspira: Sarra
3D Animation, (2024, 04:16)
Director, Concept Artist, 3D Modeller,
3D Animator, Sound Designer

Floraspira: Bloodmoon
3D + Stopmotion Animation, (2024,06:04)
Director, Concept Artist, 3D Modeller,
3D Animator, Sound Designer

Floraspira: The Garden
3D Animation, (2023,07:44)
Director, Concept Artist, 3D Modeller,
3D Animator

Song For A Fish
2D Animation, (2022,07:17)
Director, Concept Artist, 3D Modeller,
3D Animator

Dream of the Walnut Palaces
Interactive game design, (2025)
3D model, Texture

ArchMaster
Interactive game design, (2023)
Visual Design, 3D Assets, Illustrator

Certifications

New York Animation Film Awards (NYAFA)
Best Animation Student Film

Los Angeles Animation Festival (L.A.A.F)
Honorable Mention

Kalakari Film Fest
Official Selection

Pumpkin Fantasy Film Festival
Official Selection

Student Los Angeles Film Awards
Finalist Prize

3° Sci-Fi Floripa Film Festival
Official Selection

Morgue and Krypt Horror Fest
Honorable Mention
Tongji University Thesis Project
Exellent Thesis Project

2023 Shanghai Hongkou Culture and Art Festival
Second Prize of Creative Design Award

2022 Outstanding Future Game Award
Bronze Award for Production Team

2022 College student "Art Star" art and Design Competition
First Prize

The 2nd ICAD International Contemporary Youth Art Design Competition
Visual design category - Bronze Award

20Th 'ADA' ASIAN DESIGN AWARD
Excellent Prize

5Th 'GGAC' Digital Art Contest
Finalist Prize + Nominated

4Th 'GGAC' Global Game Art Contest
Finalist Prize

The 7th 'Think Youth' - Exhibition of Cultural and Creative Works of Shanghai University Students
First Prize