



Zi Cheng (Andy) Xiao

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Education

2004 - 2008 Bachelor of Science - Game Art & Design
The Art Institute of Portland, Portland, OR

Skill set

Maya	3DS MAX	Photoshop	UnrealEd 3
- modeling	- modeling	- photo manipulation	- import
- UV layout	- lighting	- airbrushing	- Matinee
	- texture baking	- painting	- Animset
	- UV layout		- Kismet

Employment

Lab Technician, Art Institute of Portland, <http://www.artinstitutes.edu/portland>
Spring 2006 - Summer 2008

- troubleshooting
- tech support (Photoshop, Illustrator, Maya, Final Cut Pro)

Other Interest

- Adept in Flash, Mel scripting, HTML
- Fan art "Frozen Throne" displayed in Blizzard Entertainment Fan Art program
- Passion for developing video games