

# TIANTIAN ZHANG

Eligible to work in the US



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San Jose, CA

## WORK EXPERIENCE

### NextGen InterArts Foundation

2024 - Now,  
Massachusetts

#### Product Designer | Program Operations

Early team member working alongside founders to launch the foundation and build its first digital platform, **supporting 4,200+ contest submissions for flagship program.**

- Mapped end-to-end submission and judging workflows, transforming operational requirements into intuitive digital experiences.
- Built automated workflows using no-code tools, reducing projected development costs by 95%+ while maintaining operational reliability at scale
- Created and maintained the foundation's digital presence, visual identity, and communication materials across web, social, sponsorship, and educational initiatives.

### 1stCollab

April - May 2024 ,  
Remote

#### Product Designer (Contract)

Sole product designer supporting a **YC-backed AI influencer marketing startup.**

- Designed the first MVP of a B2B SaaS dashboard for creator campaign tracking, translating product requirements into user flows, wireframes, and high-fidelity prototypes.
- Partnered with product managers and engineers to translate requirements into implementation-ready designs, balancing user needs, technical constraints, and design system consistency.

### Icon Creative Studio

2022 - 2024,  
Vancouver

#### Mid-Level 3D Artist | Modeling + Texturing

Contributed to **Disney+ and Lucasfilm animated productions**, including the **Emmy-nominated Young Jedi Adventures and Monsters at Work.**

- Delivered 5+ environment sets, 20+ props, and 5+ character assets while coordinating across multidisciplinary teams throughout the production lifecycle.
- Collaborated with artists, art directors, technical directors, and producers to align creative vision, technical requirements, and production timelines.

### Various Clients

2021 - 2022,  
Remote

#### 3D Artist (Freelance)

Delivered 3D assets for commercial, gaming, and AR experiences, contributing to projects for **Meta, Peloton, Supercell, and Kroger.**

- Created 30+ industry level asset for production, and worked under tight timeline.

### DLS Design

2019 - 2021,  
New York

#### Website Designer (Part-time)

Contributed to 6+ branding, web, and digital design projects for law and healthcare clients.

- Partnered with clients to translate business goals into effective branding and website experiences.

### Cartuna

2021,  
Remote

#### 3D Artist Intern

Created 10+ production assets for **Nickelodeon digital animated: SpongeBob Portal Chase series** viewed by **19M+** audiences on YouTube.

### Everbridge

2019,  
Massachusetts

#### Content Creation Intern

Created product tutorials and instructional content supporting employee onboarding and enterprise customer adoption of a **B2B SaaS platform.**

## EDUCATION & SKILLS

### DesignLab

2025,  
Remote

#### UIUX Academy

- Focus Areas: Product Design, User Research, Information Architecture, Prototyping, Design Systems, AI Assisted Workflow
- Tools: Figma, Figma Jam, Figma Make, Maze, Framer

### School of Visual Arts

2019 - 2022,  
New York

#### BFA, Computer Arts Honors Program

- Focus Areas: 3D Modeling, Texturing, Visual Design, Storytelling, Motion Graphics, Video Editing
- Tools: Adobe Photoshop, Illustrator, After Effects, Autodesk Maya, Substance Painter, Zbrush