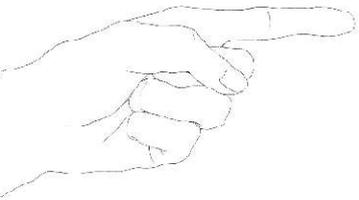


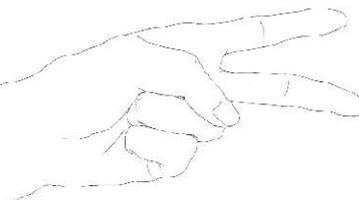
ZIHAN ZHANG

PROFILE



With a background in both architecture and illustration, and studies in China, Japan and the UK, I've developed a broad, open outlook. I pair spatial thinking with visual storytelling and work across media. I'm confident with digital drawing and 3D modelling, and move easily between 2D and 3D design. Detail-focused and comfortable working across languages, I bring responsibility, curiosity and real enthusiasm to each project.

EDUCATION



University of the Arts London (2024-2025)

Level 7 Masters

Illustration

Focus on cross-media illustration and digital painting. Develop critical and lateral thinking while linking creative practice to real-world issues.

Musashino Art University (2019-2023)

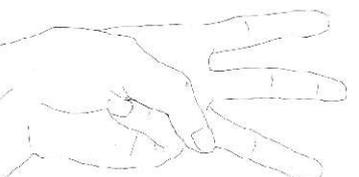
Bachelor's degree

Architecture

GPA: 3.74/5

Focused on architecture. Explored how space, structure and form work together. Built a multi-dimensional design approach that later shaped my illustration practice.

EXPERIENCE



Selected for "Vertical Review 2021 Winter," Department of Architecture, Musashino Art University. (2021)

Took part in a department-wide critique and an internal exhibition of selected outstanding student work (2021)

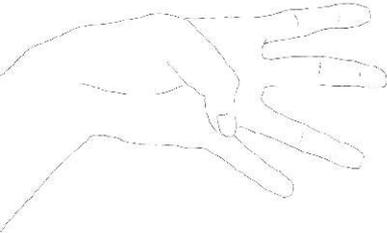
Co-created the short animation *The Soul* with a classmate from the animation programme (2023)

Participated in London's Small Publishers' Fair and showcased illustrated

publications (2025)

Built a digital reader on the history and spatial narrative of Severndroog Castle, with classmates at the University of the Arts London (2025).

SKILLS



Languages:

Chinese – Native

English – IELTS 6.5

Japanese – JLPT N1

Technical skills:

Digital Painting: Photoshop, Procreate, Adobe Firefly

3D Modelling: SketchUp, Blender

Graphic Design: Illustrator, InDesign

Rendering: Adobe Premiere Pro

Traditional Illustration: Hand-drawing, sketching, watercolour.

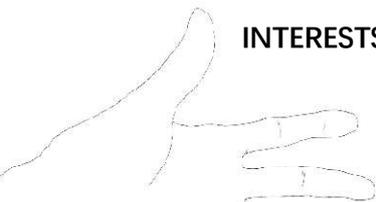
Professional Skills:

Gave about ten presentations to groups of 5–30 with clear visuals.

Organised multilingual, cross-disciplinary activities across architecture, illustration, fine art and animation.

Finished studio work early and helped with model-making to meet deadlines.

INTERESTS



Draws creative inspiration from games, music, and photography, often reflecting on human emotions and perception.

REFERENCES

Masanori Mochida

Professor, Department of Architecture, Musashino Art University

Kosei Komatsu

Specially Appointed Associate Professor, Department of Architecture,
Musashino Art University

Gareth Proskourine-Barnett

MA Illustration Senior Lecturer