Chenxiao Wang

3D ARTIST

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EDUCATION

Savannah College of Art and Design

Major: Animation - MFA

September 2020 -2024

Fuzhou University

Major: Digital Media and Art - BFA

September 2014 -July 2020

PROFESSIONAL SKILLS

3D modeling
PBR material
UV unwrap
Lighting
Fundamental visual effect
Compositing
Rendering
Post-production
Motion graphic design
Video editing
Communication
Motivation
Problem solving

SOFTWARE

Blender
Maya
Zbrush
Cinema 4D
Unreal Engine 5
Substance 3D Painter
Substance 3D Designer
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effect
Nuke
Houdini
Final Cut Pro

WORK EXPERIENCE

PART-TIME 3D ENVIRONMENT ARTIST/TECHNICAL ARTIST
Gametsugi Entertainment Private Limited

July 2024 – Present

- **Game Design Brainstorming:** Collaborated in brainstorming sessions to generate innovative ideas and concepts for game design.
- **High-Quality 3D Asset Creation:** Created high-quality 3D assets tailored to project requirements, ensuring they meet artistic and technical standards.
- **Optimization and Implementation:** Contributed to the optimization and seamless integration of 3D assets within the game engine to enhance performance and visual fidelity.
- **Technical Artist Role:** Worked as a technical artist, bridging the gap between art and technology by resolving technical issues and ensuring efficient workflows.

3D ARTIST FREELANCE
New Story Plus

July 2024 – Present

- **Character Modeling and Texturing:** Created detailed 3D character models and applied high-quality textures using software such as Maya and Substance Painter.
- **Concept Art Contribution:** Developed and refined concept art, collaborating with the art team to ensure alignment with the project's visual style.

PART-TIME 3D ART INSTRUCTOR
Keshi Education Technology LLC

May 2024 – Present

- **Developed Lesson Objectives and Study Outlines:** Created comprehensive lesson objectives and study outlines in accordance with curriculum guidelines.
- **Engaged Teaching Methods:** Delivered lectures, demonstrated techniques, and selected appropriate materials, utilizing visual and audiovisual teaching aids to present subject matter in one-on-one sessions.
- **Software Proficiency:** Instructed students in using Maya, Blender, and Unreal Engine 5, ensuring they gained practical skills and confidence in these industry-standard tools.

3D ARTIST INTERN
Rebecca Everlene Trust Company

May 2023 – September - 2023

- **Collaborated on Asset Conceptualization:** Worked closely with the art team to conceptualize assets that seamlessly integrated into the project's production pipeline.
- **3D Character Creation:** Produced three series of 3D character content, including detailed models and textures, using Blender and Substance 3D Painter, ensuring alignment with the required art direction and quality standards.

PEER TUTOR
Savannah College of Art and Design

October 2022 – March 2023

- **Customized Instruction:** Implemented differentiated and individualized instruction to address diverse student profiles and requirements, enhancing their 3D animation and art skills in Maya.
- **Facilitated Mastery of Key Concepts:** Assisted students in understanding and mastering key concepts of 3D animation, providing clear explanations and hands-on guidance to ensure comprehensive learning.

PROJECT EXPERIENCE

DIRECTOR
Thesis Film *Robot's Choice*

September 2023- March 2024

- **Collaborated with Artists:** Provided art direction for the film, ensuring cohesive visual style and composition.
- **Character Modeling and Texturing:** Worked in Maya and Substance 3D Painter, delivering high-quality models and textures, and provided detailed feedback to fellow modelers and texture artists to enhance visual composition.
- **Guidance and Feedback:** Assisted the animation leader in refining 3D animation by providing constructive feedback to animators, focusing on composition and visual storytelling.
- **Lighting Execution:** Performed lighting work in Maya and Unreal Engine 5, aligning with the artistic style and final post-production requirements, ensuring effective use of light to enhance the composition and mood of scenes.

ENVIRONMENT / TECHNICAL ARTIST
SCADPro x FilmHedge

March 2023 - June 2023

- **Toolset Development:** Collaborated with the CG supervisor to establish essential toolsets, such as vertex paint, enhancing workflow efficiency.
- **Lighting Expertise:** Created compelling lighting setups for diverse environments, ensuring visual consistency and mood alignment.
- **High-Quality 3D Asset Creation:** Partnered with designers to produce high-quality 3D assets using Maya and Blender, adhering to project specifications and artistic standards.
- **Process Optimization:** Supported the art team and designers by developing tools and processes, ensuring smooth final presentation and high-quality deliverables.