

Vance Wu
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OBJECTIVE: Obtain employment in the computer graphics and entertainment industry as an artist or designer

SKILLS: Knowledge and proficiency in the following:

- Maya, Photoshop, Mudbox, ZBrush, xNormal, Unreal Engine, Illustrator, After Effects, Flash, Dreamweaver, MS Office
- High & Low Polygon modeling, unwrapping and texturing
- Level design, scripting, and material creation in Unreal Engine 3
- 2D art for user interfaces, concept sketches and vector/pixel art
- Experience in management and team-based projects
- Fluency in English and Chinese Mandarin

EDUCATION: The Art Institute of California – San Francisco, San Francisco, CA
B.S. in Game Art & Design – December 2008

EXPERIENCE: December 2009 to Present
Zynga – San Francisco, CA
3D/2D Artist

- 3D High and Low Polygon modeling of environmental art
- 2D texturing, illustrating, and general image post processing
- Render, prepare and import high quality art assets into Adobe Flash
- Concept and design artwork

February 2009 to April 2009
Lamplighter Studios – San Francisco, CA
Technical Artist

- Management and importation of art assets into Sony's Playstation Home for the Playstation 3
- Worked with art team on modeling and texturing guidelines to insure proper transition into the proprietary engine of Playstation Home
- Duties involved mesh weight painting, texture retouching, MEL scripting, and general troubleshooting of technical issues as needed

ACTIVITIES:

- Fulfilled the position of Lead Level Designer in a senior project team of twenty one fellow classmates working on a mini-golf game for Epic's Unreal Engine 3. Responsible for level design and setting modular guidelines of asset creation
- Game Developer's Conference (GDC) 2007 - 2009 volunteer Conference Associate