

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:

- Software: Maya, 3ds Max, Photoshop, Illustrator, Flash, Mudbox, ZBrush, Dreamweaver, After Effects, UDK
- 3D modeling, unwrapping, texturing and animation
- 2D illustration and Flash animation (vector and bitmap)
- Asset and task management to establish improved art pipelines
- Understanding of monetization practices applicable to virtual goods
- 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 modeling, texturing, rendering, and animation
- 2D illustration, animation, and graphic design
- Manage and process incoming outsource assets and provide feedback to insure quality standards
- Establish art styles, new features and concepts for virtual goods

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

- Implementation of art assets into Playstation Home for Sony's 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 - 2010 volunteer
Conference Associate