

Vance Wu // Technical Artist

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// OBJECTIVE

To craft amazing experiences for delightful products and services in a challenging, technical and creative environment

// SKILLS

Software Proficiency:

Maya	3ds Max	Photoshop
ZBrush	Unreal	Unity
Flash	Illustrator	AfterEffects
Python	Javascript	HTML/CSS
Git	Perforce	SVN

3D hard surface and organic art creation for characters and environments, modeling, UV mapping, texturing, rigging, lighting, rendering, animation and tools development

Internal/outsourced art management, scheduling and creating comprehensive style guides

UI/UX development, art direction and product branding

Fluency in English and Mandarin

// EDUCATION

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

// ACTIVITIES

2013: Released *Germ Smash*, a mobile game for iOS and Android devices

2012: 1st place in Zynga hackathon for best game pitch: *Solar Blast*

2007 - 2011: Game Developer's Conference (GDC) Conference Associate volunteer

// EXPERIENCE

Senior Technical Artist

Nov 2016 to Present

Blizzard Entertainment – Irvine, CA

Work with executives and engineers to develop incubation products

Senior 3D Artist

Jan 2015 to Oct 2016

TinyCo – San Francisco, CA

Work with artists and engineers to create 3D artwork, rigs and pipeline tools

Help establish and maintain the studio's 3D art pipeline

Shipped titles: *Marvel Avengers Academy* (iOS, Android)

Art Lead (Consultant)

Aug 2014 to Oct 2014

Fit Entertainment – Honolulu, HI

Establish the art pipeline; collaborate with product managers, designers and engineers to develop UI/UX and the character customization system

Modeling, texturing, rigging, animation and implementing assets into Unity

Visual Designer (Consultant)

Dec 2013 to May 2014

Google – Mountain View, CA

Work directly with designers, engineers and executives to optimally execute design plans and product vision

Rapid prototyping and implementation of new product features and experiments with 3D and 2D methods

Shipped titles: *VoltAir* (Android)

Object Modeler (Contractor)

Aug 2013 to Dec 2013

Electronic Arts – Redwood City, CA

Hard surface and organic 3D art creation for objects and environments

Shipped titles: *The Sims 4* (PC, Mac)

Senior Artist

Dec 2009 to Jun 2013

Zynga – San Francisco, CA

3D art creation for characters and environments including modeling, texturing, rigging, lighting and rendering

Develop and maintain style guides for internal and outsourced teams

Shipped titles: *YoVille* (Web), *CityVille* (Web, iOS), *Battlestone* (iOS, Android)

Technical Artist (Contractor)

Feb 2009 to Apr 2009

Lamplighter Studios – San Francisco, CA

Content integration, character rigging, texturing, outsourced management

Shipped titles: *PlayStation Home* (PS3)

References available upon request