

Ryan Wang

Modeler

🌐 www.mymistyridge.com

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PROFILE

Junior Animation student with specialization in both 2D and 3D art, demonstrating a strong passion for the film, animation, and game industries. A commitment to mastering diverse artistic techniques positions this candidate as versatile and creative, eager to contribute to innovative projects.

SKILLS

- 3D Sculpture & Environment
- Zbrush & Maya
- Substance Painter
- Unreal Engine
- Adobe Photoshop
- Adobe Effect & Adobe Premier
- Storyboard
- Visual Development

LANGUAGES

ENGLISH

CHINESE

STUDIES

Expected in 05/2025

Bachelor Of Arts:

Animation

Savannah College Of Art And

Design

Savannah, GA

EXPERIENCE

Global Game Jam 2023 – Art Director

– As a lead artist participating in the 2023 GGJ, managed the team's art direction and was responsible for all illustration and map model creation

Game Website: <https://v3.globalgamejam.org/2023/games/overducked-4>

Subsequent Development: <https://www.mymistyridge.com/overducked>

Indie Game Development – Character Artist, Concept Artist

–As lead concept designer for character, environment and props, completed the preproduction