

# Wenjie Wu

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## Summary

Wenjie Wu is a CG Artist specializing in Look development and lighting. He is also skilled at modeling, CFX and dynamic simulation. Wenjie worked as a CG intern at Disney Animation Studios during his studies at SVA, and has participated in several animated short films in the past few years as a CG generalist.

## Websites, Portfolios, Profiles

- [ArtofWenjie.com](http://ArtofWenjie.com)

## Skills

- **3D lighting and compositing:** Maya, Nuke, Redshift, Arnold, After Effects.
- **3D modeling and look development:** Maya, Substance Painter & Designer, Mari, Zbrush, Photoshop
- **VFX simulation :** Houdini, Marvelous Designer, Maya
- **Scripting Language:** Python, Mel
- **Operating system:** Linux, Mac, Windows

## Experience

### **Lighting Mentee** - Blue Sky Studios (Greenwich, CT)

June 2020 - August 2020

Work on individual lighting project under the professional guidance of Blue Sky lighting mentors.

### **CG Artist Intern** - Walt Disney Animation Studios (Burbank, CA)

June 2019 - August 2019

Work with other 3D Art interns on a animated short film project under the guidance of Disney Animation mentors.

## Education and Training

### **Master of Arts** in Computer Arts

May 2020

School of Visual Arts, New York, NY

### **Bachelor of Arts** in Digital Media Design

June 2018

Ming Chuan University, Taiwan

## Activities and Honors

- Grand Jury Price, San Diego International Kids Film Festival 2018.
- Best Director, Asiagraph Reallusion Awards 2017.
- Siggraph Asia Exhibition 2017, Thailand.
- Aisagraph Exhibition 2017, Japan.