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# Vincent Wang

## Character Animator

### HONORS & AWARDS

**The Rookies Finalist** – *Rookies*

**Official Selection** – *Spark Animation*

**Official Selection** – *CTAF Festival*

**Official Selection** – *NY Indie Shorts Awards*

**Official Selection** – *NY Shorts Intl. Film Festival*

**Honors Award** – *School of Visual Arts*

**“Best in Show”** – *School of Visual Arts*

### EXPERIENCE

#### **“MechWest” by AnimSchool - Character Animator**

JULY 2024 - PRESENT

- Currently creating polished character animation for the show *MechWest* by AnimSchool.

#### **LT3 Ascension Entertainment - 3D Artist**

JAN 2024 - APRIL 2024

- Modeled and textured 3D environment and character assets for a game prototype;
- Experimented with Rendering and material creation in Unreal Engine 5, and created preliminary animations for assets.

#### **Vinci Games – Junior Animator**

JUN 2023 - OCT 2023

- Animated in-game cinematics for a shipped VR title, using motion capture and keyframe animation;
- Designed various 2D graphic elements for cinematics and the in-game UI.

#### **“No Photography” – Senior Thesis Film**

JAN 2022 - APR 2023

- Collaborated with three other students on a 5-minute fully animated short film;
- Responsible for character animation, 3D modeling, texturing, and visual development.

### EDUCATION

#### **School of Visual Arts, NY**

BFA Computer Art, Computer Animation, and Visual Effects

Course Work:

- ❑ Computer Animation III & IV, with Seth Gollub
- ❑ Character Design, with Robert Dress