

JULIA WANG

yw4651@nyu.edu
(929) 430-9007
Jersey City, NJ

<https://www.juliyaw.com/vfx-reel>

EDUCATION

MFA, Game Design *New York University*
2019 - 2021, New York, United States

BA, Fashion and Accessory Design *Donghua University*
2013- 2017, Shanghai, China

PROJECTS

Sokoban Alchemist Aug 2020 - Aug 2021

3D Artist, Game Designer

- Generated optimized art assets including character and environment models, textures, and shaders.
- Worked with other designers to create and iterate gameplay mechanics.
- Coordinated team meetings and documented designs and feedback from playtests.

Infamous Duck Ball Jan 2020 - May 2020

3D Artist, Game Designer

- Created and implemented textures, materials, and game trailer.
- Collaborated with other artists to develop eye-catching art style in Unity.
- Created intuitive mechanics and levels and proposed feedback solutions according to the playtests.

Grass Mud Horse Nov 2019- Dec 2019

Game Artist, Game Designer

Featured at Sydney's Serenade Exhibition and Dreamscapes Film Festival

- Designed and created the UI, 3D models, texture, and materials.
- Worked closely with other designers to structure story outlines, settings, and dialogues.

SKILLS

Design:

Adobe Photoshop
Adobe Illustrator
Google Suite

Game Development:

Unity
Unreal Engine 4
Github
C#

Art:

Blender
Maya
3ds Max
Zbrush
Marvelous Designer
Substance Painter
Substance Designer
Houdini

WORK EXPERIENCE

Three Apples Studios Aug 2021-Present
VFX Artist (Freelance)

- Design and create ability FX using Niagara in Unreal for an unannounced project.
- Collaborate with designers to craft VFX to support gameplay experience.

JOMA Company Limited Jul 2017-Jan 2018
Assistant Sportswear Designer

- Worked with the lead designer to conduct market research, devise production plans, and implement designs.
- Developed tech packages including technical illustrations, construction details, and trim sheets.
- Communicated with different departments on design, production, and technical issues to ensure the look and quality as desired.